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OFFICIAL STRATEGY GUIDE

FINAL FANTASY® IV

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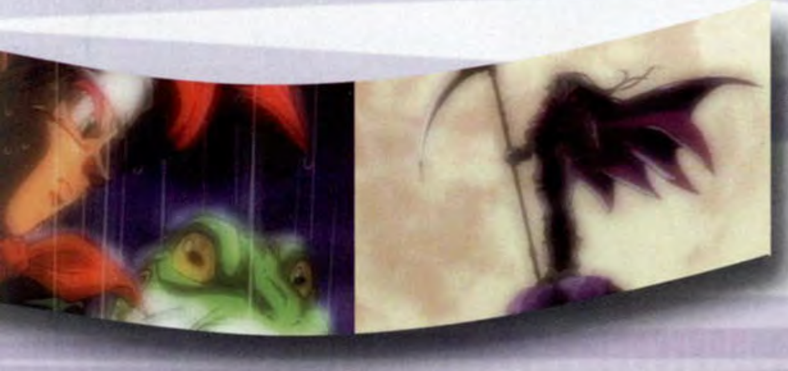
FINAL FANTASY® IV



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Most importantly, I want to thank my editor Ken Schmidt, whose enthusiasm for this project and many contributions to the book have helped shaped it into the highly-organized reference tome you now hold. And special thanks to my dear wife Laura, for supporting me and assisting me every step of the way. Since this project has taken so much longer than my previous ones, I know that it has been just as hard on her.

Thanks to the wonderful folks at Squaresoft, who provided countless pages of support.

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INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

This portion of the guide covers *Final Fantasy IV*. This game was originally released in Japan several years ago as *Final Fantasy IV Hard Type*. So please prepare for a very challenging experience!

How is the game more challenging? In most RPGs, combat takes place in "rounds". Usually in a round, all the characters get to go, and then the enemies. But in this version of *Final Fantasy IV*, the enemies get to attack each of your characters' "turns". So for each battle command you enter, the entire enemy party gets to attack your party. By the time you reach your third turn, your entire party might be in sore shape.

The key to beating this game is character level. As the heroes gain experience points and attain new levels, their strength, combat speed and other statistics will rise. So if you have entered a new area and the regular enemies seem incredibly difficult, just keep wandering the area having random battles until the fights aren't so tough. When the enemies stop "Ambushing" and "Back Attacking" you, it's a good sign that your characters have reached a more comfortable level for moving ahead.

The worst thing you can do is plunge ahead and try to beat this game quickly. Follow our "Suggested Levels" listed at the start of each new area that has enemies, and try to reach that level before entering.

Other than that, I'd like to mention what an honor it is to write the strategy guide for the game that truly started the whole *Final Fantasy* phenomenon! With the release of this game, the hype really took off. You'll be happy to learn more about the importance of magic and the Crystals to the overall story, which are mentioned only briefly in the recent games. RPG players everywhere can gain a greater understanding of the roots of this fantastic game series, and I'm really glad that our friends at Squaresoft have decided to release this more challenging version of the game on these shores.

CHARACTERS

CECIL

Cecil is commander of Baron Kingdom's fleet of military airships, the Red Wings. He started as a platoon leader of the Baron Army, during which time his strength was recognized. Under the king's orders, he trained to master the dark sword and became a dark knight. Around the same time, Baron's first Royal Air Force was established, and the king appointed Cecil captain of the fleet.

Orphaned at a young age, Cecil's growth is attributed mostly to his natural ability. The king of Baron adopted him when he was two and raised him. Cecil entered Baron's military academy with schoolmate Kain upon graduating secondary school.

BIRTHPLACE:
Unknown
AGE:
20
CLASS:
Dark Knight

KAIN

Kain is commanding officer of the dragon knights, also known as the dragoons, a crack military squad noted for their abilities to control dragons and fight in the air. Making full use of their power, the dragoons reigned supreme for a long time among Baron's military ranks, until the invention of the airship.

Kain lost his father, who was also a dragon knight, at a young age. He claims that being a dragoon makes him feel closer to his father. Kain is a man who takes great pride in his heritage.

BIRTHPLACE:
Baron
AGE:
21
CLASS:
Dragoon

ROSA

Rosa grew up with Cecil and Kain. She was born and raised in a noble family, receiving special education in archery at a tender age. Now an expert, she is second to none with projectiles. As one of Baron's white mages, she heals the sick and wounded.

Rosa chose to become a white mage because of her feelings for Cecil. Just as her mother and father fought together in their youth, she wishes to fight alongside the dark knight.

BIRTHPLACE:
Baron
AGE:
19
CLASS:
White Mage

CID

Cid is the inventor of the airship. Passionate about the skies, he deciphered the ancient writings of Baron and learned the ancient skill of "Levitation." He combined this skill with his theory of aeronautics, and eventually developed an airship. Being an honest craftsman, Cid is disgruntled that his creation is used for military purposes. Yet under imperial commendation, he is appointed chief airship engineer.

Cid has lived alone with his daughter since his wife passed away. He treats Cecil like a son, and often took the lad for rides on his airships in the past.

BIRTHPLACE:
Baron
AGE:
54
CLASS:
Engineer

RYDIA

Rydia is a summoner of Mist Village. When she was born as a summoner of pure blood, the occasion was celebrated by the entire village, and she was raised with care by everyone. She possesses the remarkable ability to summon monsters and deities. Typically young girls make far more powerful summoners than adults, because entities of the Land of Summons tend to be more trusting of those who are pure of heart. Rydia's innocence helps maximize her ability.

BIRTHPLACE:
Mist
AGE:
7
CLASS:
Summoner

TELLAH

Tellah now lives in Kaipo, but he spent his younger days as a famous sage in Mysidia. With his intelligence, he managed to decipher numerous ancient magic scrolls. But one day he completely lost control of his magic, and injured many mages as a result.

In repentance, Tellah left Mysidia. Eventually marrying an ordinary girl from a nearby village, he was blessed with a daughter named Anna. Since his wife's death years ago, Tellah has devoted all his attention to Anna. He has a tendency to lose his head when it comes to his daughter. Over time, he has forgotten most of his magic.

BIRTHPLACE:
Mysidia
AGE:
60
CLASS:
Sage

EDWARD

Edward is the prince of Damcyan, heir to become the seventh king of the region. Reared in an indulgent royal family during peaceful times, Edward grew up to be a mild-mannered young man.

As a Damcyan royal, it is important to excel in recitation and business skills. Edward has been blessed with a talent for oration, and he is admired by the citizens of the kingdom. Yet he shows no interest in business or wealth. He leaves his kingdom for a while and wanders the world as a minstrel.

BIRTHPLACE:
Damcyan
AGE:
24
CLASS:
Bard

YANG

Yang is a taciturn, composed man who is the leader of the monks of Fabul. He has trained intensively from an early age and become the most powerful martial artist among his peers. Yet he doesn't bask in his glory, which makes him a character of high repute.

BIRTHPLACE:
Fabul
AGE:
35
CLASS:
Monk

PALOM & POROM

Long ago, magic was sealed away by a wise man. Hence, learning magic was considered a Herculean task. The twins Palom and Porom studied different types of magic from an early age. They both learned at an incredible pace, like the wizards of ancient times. Their parents were astounded at their talent, and decided to place the children under the tutelage of the village elder.

Palom is a restless and slightly ill-mannered youth, almost always up to mischief. He is often punished for playing pranks on the village elder. Porom, calm and well-mannered, assumes the role of the older sister and often scolds Palom for his behavior. The village elder is fond of them both, and has a lot of confidence in their abilities.

BIRTHPLACE:
Mysidia
AGE:
5
CLASS:
Palom: Black Mage
Porom: White Mage

EDGE

Edge is the royal prince of Eblan, and the only successor to the throne. A brash and confident young man, Edge hates losing at anything or feeling restrained in life. But beneath his intense exterior lies a kind-hearted personality. With a resolute sense of justice, he is not easily manipulated by strong individuals. This enduring spirit makes him popular among the masses. He possesses all the necessary qualities to be king.

BIRTHPLACE:
Eblan
AGE:
26
CLASS:
Ninja

FUSOYA

FuSoYa is an entity of unknown origin. This creature somehow knows everything: the terrible battles that pervade the earth, the dark conspiracies of a villain, and the distress of a young man's heart filled with destiny. He observes the conflict between two key figures, which will ultimately unseal the legendary path.

BIRTHPLACE:
Unknown
AGE:
Unknown
CLASS:
Lunarian

MAGIC SPELLS & SUMMONS

Spells are learned by mages, sages, and paladins as they increase in level. Summons are learned only by summoners, namely Rydia. They call upon an entity to aid the party in some way, such as fighting for or healing them. Some summons require certain items to be obtained before Rydia can learn them.

Spells and summons require MP (Magic Points) to cast. They can all be cast in battle as long as MP remains. Some spells can be cast outside of battle to remove status impairments or heal wounds. MP can be replenished by resting in a Tent, a Cabin, or at an Inn. Ethers can be consumed to replenish MP as well, but are best reserved for emergency situations or boss fights.

Ice3
RedGiant 2
Rosa 625/2624
Rydia 1698/1698
Cecil 3598/3598
FuSoYa 1900/1900
Edge 2143/2311

CHARACTER KEY	
C	Cecil
R	Rydia
T	Tellah
E	Edward
Y	Yang
F	FuSoYa
Ro	Rosa
Pa	Palom
Po	Porom
Cd	Cid
Eg	Edge

Each spell requires a certain amount of time to cast. Some spells can only be cast on one character or monster, but some can be cast on the whole enemy party or the whole hero party. To select multiple targets, first select one character or enemy, then press left or right on the directional buttons until cursor hands point to every character or enemy in the party. When spells are cast on multiple targets, the effects are diffused among those targets. This means that if a Cure spell is cast on multiple targets, everyone will regain less HP than if the spell were targeted at one party member alone. Likewise, the effect of support magic will be shorter in duration when cast on multiple targets.

BLACK MAGIC

OFFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Bolt1	5	Lightning elemental damage.	R/T/Pa/F	Single/Mult.
Bolt2	15	Stronger lightning elemental damage.	R/T/Pa/F	Single/Mult.
Bolt3	30	Strongest lightning elemental damage.	R/T/Pa/F	Single/Mult.
Fire1	5	Fire elemental damage.	R/T/Pa/F	Single/Mult.
Fire2	15	Stronger fire elemental damage.	R/T/Pa/F	Single/Mult.
Fire3	30	Strongest fire elemental damage.	R/T/Pa/F	Single/Mult.
Ice1	5	Ice elemental damage.	R/T/Pa/F	Single/Mult.
Ice2	15	Stronger ice elemental damage.	R/T/Pa/F	Single/Mult.
Ice3	30	Strongest ice elemental damage.	R/T/Pa/F	Single/Mult.
Venom	2	Gradually decreases HP.	R/T/Pa/F	Single/Mult.
Bio	20	Non-elemental damage. Gradually decreases HP.	R/T/Pa/F	Single/Mult.
Stone	15	Causes Petrify.	R/T/Pa/F	Single/Mult.
Wind	25	Powerful wind causes critical damage.	R/T/Pa/F	Single
Quake	30	Earthquake causes earth elemental damage.	R/T/Pa/F	Multiple
Death	35	KO's target instantly.	R/T/Pa/F	Single
Flare	50	Causes damaging explosion.	R/T/Pa/F	Single
Meteo	99	Causes a meteor shower that damages enemies.	R/T/Pa/F	Multiple

SUPPORT

NAME	MP	EFFECT	CASTERS	TARGET
Psych	0	Absorbs target's MP.	R/T/Pa/F	Single
Piggy	1	Transforms target to pig, or restores state.	R/T/Pa/F	Single/Mult.
Toad	7	Transforms target to toad, or restores state.	R/T/Pa/F	Single/Mult.
Sleep	12	Puts target to sleep. Attack to wake.	R/T/Pa/F	Single/Mult.
Stop	15	Prevents action.	R/T/Pa/F	Single
Drain	18	Absorbs target's HP.	R/T/Pa/F	Single

OTHER

NAME	MP	EFFECT	CASTERS	TARGET
Warp	4	Warps party up one level in dungeon.	R/T/Pa/F	Multiple

NINJA MAGIC

Only Edge can use Ninja magic.

OFFENSIVE

NAME	MP	EFFECT	TARGET
Flame	15	Engulfs enemy in fire.	Multiple
Flood	20	Causes tsunami that damages enemies.	Multiple
Blitz	25	Calls down lightning to damage enemies.	Multiple

SUPPORT

NAME	MP	EFFECT	TARGET
Pin	5	Pins target, temporarily prevents it from acting.	Single
Image	6	Creates target's double, raises evasion rate.	Single

OTHER

NAME	MP	EFFECT	TARGET
Smoke	10	Creates smoke to help allies escape.	Multiple

SUMMON MAGIC

Only Rydia can use summon magic.

RECOVERY

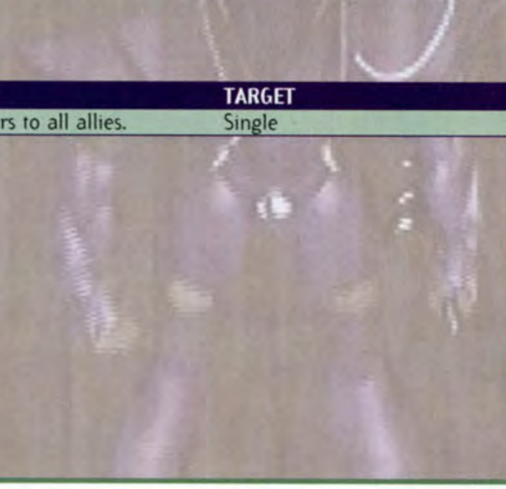
NAME	MP	EFFECT	TARGET
Asura	50	Randomly casts Armor, Cure3, or Life1 on allies.	Multiple

OFFENSIVE

NAME	MP	EFFECT	TARGET
Imp	1	Attacks enemy with ImpPunch.	Single
Chocb (Chocobo)	7	Attacks enemy with Chocobo Kick.	Single
Bomb	10	Damages enemy with an explosion.	Single
Mage	18	Attacks the enemy with Blast.	Single
Mist (Mist Dragon)	20	Attacks all enemies with mist.	Multiple
Cocat (Cocatris)	15	Petrifies enemy with Gorgon attack.	Single
Ifrit	30	Damages all enemies with fire.	Multiple
Shiva	30	Damages all enemies with ice.	Multiple
Ramuh	30	Damages all enemies with lightning.	Multiple
Titan	40	Damages all enemies with an earthquake.	Multiple
Odin	45	KO's all enemies. (Not guaranteed.)	Multiple
Levia (Leviatan)	50	Damages all enemies with Tsunami.	Multiple
Baham (Bahamut)	60	Damages all enemies with MegaFire.	Multiple

SUPPORT

NAME	MP	EFFECT	TARGET
Sylph	25	Absorbs enemy HP, transfers to all allies.	Single



TWIN MAGIC

Only Palom and Porom combined can use Twin magic. Both must be alive, in the party, and have enough MP in order to use it.

OFFENSIVE

NAME	MP	EFFECT	TARGET
Pyro	10	A weaker version of Flare.	Multiple
Comet	20	A weaker version of Meteo.	Multiple

WHITE MAGIC

RECOVERY

NAME	MP	EFFECT	CASTERS	TARGET
Cure1	3	Restores some HP. Damages undead.	C/Ro/R/T/Po/F	Single/Mult.
Cure2	9	Restores more HP than Cure1. Damages undead.	C/Ro/T/Po/F	Single/Mult.
Cure3	18	Restores more HP than Cure2. Damages undead.	Ro/T/Po/F	Single/Mult.
Cure4	40	Restores more HP than Cure3. Damages undead.	Ro/T/Po/F	Single/Mult.
Esuna	20	Cures all status abnormalities except KO.	C/Ro/T/Po/F	Single
Life1	8	Cures KO.	Ro/T/Po/F	Single
Life2	52	Cures KO and restores maximum HP.	Ro/T/Po/F	Single

DEFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Blink	8	Creates target's double, raises evasion rate.	Ro/T/Po/F	Single
Float	8	Levitate, avoid earth damage.	Ro/T/Po/F	Single/Mult.
Armor	9	Reduces physical damage received.	Ro/T/Po/F	Single/Mult.
Shell	10	Reduces magic damage received.	Ro/T/Po/F	Single/Mult.
Wall	30	Reflects magic back at caster.	Ro/T/Po/F	Single

OFFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Holy	46	Causes tremendous damage.	Ro/T/Po/F	Single

SUPPORT

NAME	MP	EFFECT	CASTERS	TARGET
Hold	5	Stops target.	Ro/R/T/Po/F	Single
Mini	6	Shrinks target, reduces ATK and DEF.	Ro/T/Po/F	Single/Mult.
Mute	6	Causes Silence, prevents spell-casting.	Ro/T/Po/F	Single/Mult.
Charm	10	Causes Confuse, makes target erratic.	Ro/T/Po/F	Single
Dspel	12	Dispels magic defense status.	Ro/T/Po/F	Single
Slow	14	Increases delay between actions.	Ro/T/Po/F	Single/Mult.
Bersk	18	Raises ATK pwr, but character attacks only.	Ro/T/Po/F	Single
Haste	25	Decreases time between actions.	Ro/T/Po/F	Single

OTHER

NAME	MP	EFFECT	CASTERS	TARGET
Scan	1	Determines target's HP, MP, weakness.	C/Ro/T/Po/F	Single
Sight	2	Zooms out to view surroundings.	C/Ro/R/T/Po/F	N/A
Exit	10	Warps party out of dungeon or out of battle.	C/Ro/T/Po/F	Multiple

EQUIPMENT

The key to success in *Final Fantasy IV* is to equip your characters with the best weapons, shields, helmets, armor, and arm gear available. When you find new items while traversing dungeons and lairs, don't take another step until you've checked their advantages against those of your current equipment. Often you'll find it beneficial to equip a new item immediately.

FIGHTING EFFECTIVELY

When entering a new domain, always consult the Bestiary at the start of each new section of the **Walkthrough** chapter. Learn your enemies' weaknesses and be ready to exploit them.

During battle, you may encounter an enemy that is weak against "Projectiles." Luckily, you can change the weapons in your characters' right and left hands during battle using the "Item" command. Press up until you can see the currently equipped weapon, then replace it with something else from the inventory.

The strongest weapon or armor isn't always the best one to equip. For instance, if you are in an area with a lot of fire-breathing enemies, you should equip armor that reduces fire damage by half, even if it is low in Defense. Likewise, a weapon such as IceBrand is likely to damage fire-based creatures more effectively than even stronger knight or holy swords. Or if the monsters in the woods are inflicting the party with a myriad of status effects, equip armor, helmets, and arm gear that prevent different status ailments. Even if this armor is the weakest in your inventory, the party will still have an easier time if they're not all blind and mute!

CHARACTER KEY

C	Cecil
CDK	Cecil as Dark Knight
K	Kain
Ro	Rosa
Cd	Cid
R	Rydia
T	Tellah
E	Edward
Y	Yang
Pa	Palom
Po	Porom
Eg	Edge
F	FuSoYa

WEAPONS

DARK SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Shadow	10	CDK	Shadow		
Dark	20	CDK	Shadow		
Death	30	CDK	Shadow, KO		

HOLY SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Legend	40	C	Holy	Spirit, Undead	
Light	99	C	Holy	Spirit, Undead	
Excalbur	160	C	Holy	Spirit, Undead	
Ragnarok	200	C	Holy	Spirit, Undead	

KNIGHT SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Ancient	35	C/K	Curse	Spirit	
BloodSwd	45	C/K	Absorb HP		
Mythril	50	C/K		Spirit	6000
Sleep	55	C/K	Sleep		
Flame	65	C/K	Fire	Ice, Undead	14000
IceBrand	75	C/K	Ice	Fire, Insect, Reptile	26000
Gorgon	77	C/K	Gradual Petrify		
Avenger	80	C/K	Causes Berserk when equipped		
Defense	105	C/K	Defense improves when equipped		

DAGGER

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Mythril	20	C/K/R/E/Pa/Eg		Spirit	3000
Dancing	28	C/K/R/E/Pa/Eg			5000
MageMash	35	C/K/R/E/Pa/Eg	Silence	Mage	
Knife	255	*N/A	Projec	Aerial	

NINJA SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Kunai	25	Eg			4000
Ashura	32	Eg			7000
Kotetsu	40	Eg			11000
Kikuichi	48	Eg			
Murasame	55	Eg			
Masamune	55	Eg			

AXE

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Dwarf	62	C/K			15000
Ogre	80	C/K		Giant	45000
VenomAxe	95	C/K	Poison	Giant	
Rune Axe	100	C/K		Mage	

SPEAR

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Spear	9	K	Projec	Aerial	60
WindSpr	55	K	Projec	Aerial	
FireSpr	66	K	Projec. Fire	Aerial. Ice. Undead	11000
IceSpear	77	K	Projec. Ice	Aerial. Fire. Insect. Reptile	21000
BloodSpr	88	K	Projec. Absorb HP	Aerial	
Gungnir	92	K	Projec	Aerial	
Dragon	99	K	Projec	Aerial. Dragon	
HolyLnce	109	K	Projec. Holy	Aerial. Spirit. Undead	

CLAW

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
BoltClaw	0	Y/Eg	Bolt	Water. Machine	550
IceClaw	0	Y/Eg	Ice	Fire. Insect. Reptile	450
HellClaw	0	Y/Eg	Poison		
CatClaw	0	Y/Eg	Sleep		
FireClaw	0	Y/Eg	Fire	Ice. Undead	350
Fairy	0	Y/Eg	Confuse	Giant	

HARP

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Dreamer	8	E	Sleep		
Lamia	18	E	Confuse		

HAMMER

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Wooden	45	Cd		Machine	80
Mythril	55	Cd		Machine. Spirit	8000
Gaia	65	Cd		Machine	

STAFF

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Staff	4	C/Ro/R/T/Po/F			160
Cure	8	C/Ro/T/Po/F			480
Mythril	12	C/Ro/T/Po/F		Undead	4000
Power	30	Ro/T/Po/F	Berserk		2000
Lunar	36	Ro/T/Po/F			7000
Sage	48	Ro/T/Po/F			
Silence	52	Ro/T/Po/F	Silence	Mage	

ROD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Rod	3	R/T/Pa/F			100
IceRod	5	R/T/Pa/F	Ice	Fire. Insect. Reptile	220
FlameRod	7	R/T/Pa/F	Fire	Ice. Undead	380
Thunder	10	R/T/Pa/F	Bolt	Water. Machine	700
Lilith	13	R/T/Pa/F	Absorb HP		
Change	15	R/T/Pa/F	Pig		
FairyRod	30	R/T/Pa/F	Confuse		5000
Stardust	45	R/T/Pa/F			

WHIP

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Whip	20	R	Paralyze		3000
Chain	30	R	Paralyze		6000
Blitz	40	R	Paralyze. Bolt	Water. Machine	10000
FireLash	50	R	Paralyze. Fire	Ice. Undead	
Serpent	55	R	Paralyze	Dragon	

BOW

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
ShortBow	10	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	220
Crossbow	20	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	700
GreatBow	30	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	2000
Archer	40	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	3000
ElvenBow	50	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial, Mage	
Yoichi	60	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	
Artemis	80	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	

ARROW

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Medusa	1	C/Ro/Cd/R/E/Pa/Po/F	Petrify		
Brass	3	C/Ro/Cd/R/E/Pa/Po/F			10
Holy	10	C/Ro/Cd/R/E/Pa/Po/F	Holy	Spirit, Undead	20
Fire	15	C/Ro/Cd/R/E/Pa/Po/F	Fire	Ice, Undead	30
Bolt	15	C/Ro/Cd/R/E/Pa/Po/F	Bolt	Water, Machine	30
Darkness	20	C/Ro/Cd/R/E/Pa/Po/F	Darkness		40
Poison	30	C/Ro/Cd/R/E/Pa/Po/F	Poison		70
Mute	35	C/Ro/Cd/R/E/Pa/Po/F	Silence	Mage	100
Angel	40	C/Ro/Cd/R/E/Pa/Po/F	Confuse	Giant	110
Yoichi	50	C/Ro/Cd/R/E/Pa/Po/F			140
Artemis	75	C/Ro/Cd/R/E/Pa/Po/F		Dragon	

BOOMERANG

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Boomrang	20	Eg	Projec	Aerial	3000
FullMoon	40	Eg	Projec	Aerial	

NINJA STAR

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Shuriken	40	*N/A	Projec	Aerial	20000
Fuma	80	*N/A	Projec	Aerial	50000

**Knife, Shuriken, and Fuma cannot be equipped. Use them with Edge's Throw command.*

SPECIAL WEAPONS

The following weapons can be used with the Item command during battle. Just as with general items like Potions and Ethers, each of these weapons will have an effect.

NAME	EFFECT
Sleep	Casts Sleep
Defense	Casts Armor
FireSpr	Casts Fire2
IceSpear	Casts Ice2
HolyLnce	Casts Holy
VenomAxe	Casts Venom
ElvenBow	Casts Shell
Dancing	Hurls a dagger at the enemy
Murasame	Casts Armor
Masamune	Casts Haste
Gaia	Casts Gaia, causing an earthquake
Rod	Fires an energy bolt at the enemy
IceRod	Casts Ice1

NAME	EFFECT
FlameRod	Casts Fire1
Thunder	Casts Bolt1
Change	Casts Piggy
FairyRod	Casts Charm
Stardust	Casts Comet
Lilith	Casts Psych
Staff	Cures Poison
Cure	Casts Cure1 on all allies
Mythril	Cures Paralyze, Sleep, Confuse, and Berserk
Power	Casts Bersk
Lunar	Casts Dspel
Sage	Casts Life1
Silence	Casts Mute

ARMOR

SHIELD

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
Iron	1	0	C/K/Cd		100
Shadow	1	0	CDK		
Demon	2	0	CDK		
Paladin	2	1	C		700
IceShld	3	2	C/K/Cd	1/2 Fire damage	10000
Flame	3	2	C/K/Cd	1/2 Ice damage	1250
Mythril	3	2	C/K/Cd		1000
Aegis	4	3	C/K/Cd	Petrify	20000
Diamond	4	2	C/K/Cd	1/2 Bolt damage	15000
Genji	5	3	C/K/Cd		
Dragon	6	3	C/K/Cd	1/2 Bolt, Fire, Ice Damage	
Crystal	7	4	C		

HEAD GEAR

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
Leather	1	1	All except CDK		100
Headband	1	1	All except CDK	Confuse	450
Feather	2	3	All except CDK		330
Iron	3	0	C/K/Cd		150
Bandanna	3	1	All except CDK		
Magus	3	5	C/Ro/R/T/Pa/Po/F		700
Shadow	4	0	CDK		
Hades	5	1	CDK		
Ninja	5	1	All except CDK	Sleep	
Wizard	5	7	C/Ro/R/T/Pa/Po/F		2000
Demon	6	1	CDK		980
Tiara	7	10	Ro/R/Po	1/2 Bolt damage	20000
Paladin	7	2	C		4000
Mythril	8	2	C/K/Cd		3000
Diamond	9	2	C/K/Cd	1/2 Bolt damage	10000
Ribbon	9	12	All except CDK	Prevents all status effects	
Genji	10	6	C/K/Cd/Eg		
Dragon	11	7	C/K/Cd	1/2 Bolt. Fire. Ice damage	
Crystal	12	8	C	1/2 Bolt. Fire. Ice damage	
Glass	30	0	All except CDK	Prevents all status effects	

BODY ARMOR

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
Prisoner	1	1	All except CDK	Sleep	
Clothes	1	0	All except CDK		50
Bard	2	1	All except CDK	Silence	700
Leather	2	1	All except CDK		200
Kenpo	3	2	All except CDK		4000
GaiaGear	3	3	C/Ro/R/T/Pa/Po/F	Petrify	500
Iron	4	1	C/K/Cd		600
Shadow	5	1	CDK		
Wizard	5	5	C/Ro/R/T/Pa/Po/F		1200
Hades	7	2	CDK		
Black	8	7	R/T/Pa/F		10000
Demon	9	3	CDK		3000
BlkBelt	10	3	All except CDK		14000
Paladin	11	3	C		8000
Sorcerer	12	9	C/Ro/R/T/Pa/Po/F	1/2 Bolt damage	30000
Flame	13	4	C/K/Cd	1/2 Ice damage	30000
Mythril	13	4	C/K/Cd		17000
PwrVest	15	0	All except CDK		
IceArmor	17	4	C/K/Cd	1/2 Fire damage	35000
White	18	10	C/Ro/T/Po/F	Darkness	
Diamond	19	4	C/K/Cd	1/2 Bolt damage	40000
Minerva	20	5	Ro/R/Po	Paralyze	
Genji	21	7	C/K/Cd/Eg		
Dragon	23	8	C/K/Cd	1/2 Bolt. Fire. Ice damage	
Ninja	24	13	Eg		64000
Crystal	25	10	C	Darkness. Mini. Paralyze. Poison. Toad	
Adamant	100	20	All except CDK	All stats +15	

ARM GEAR

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
RubyRing	0	3	All except CDK	Pig	1000
Cursed	0	0	All	Absorbs Bolt. Fire. Ice	
Strength	2	2	C/K/Cd/R/Y/Eg		
Shadow	2	0	CDK		
Iron	2	0	C/K/Cd/F		130
IronRing	2	2	Ro/R/T/E/Y/Pa/Po/F		100
Hades	3	0	CDK		
Rune	3	8	Ro/R/T/E/Y/Pa/Po/Eg	Silence	2000
Demon	4	0	CDK		
Silver	4	4	Ro/R/T/E/Y/Pa/Po/Eg		650
Paladin	5	1	C		3000
GoldRing	6	8	Ro/R/T/E/Y/Pa/Po/Eg	1/2 Bolt damage	4000
Mythril	6	2	C/K/Cd/F		2000
Diamond	7	3	C/K/Cd	1/2 Bolt damage	5000
Genji	8	3	C/K/Cd		
Dragon	9	7	C/K/Cd	1/2 Bolt. Fire. Ice damage	
Crystal	10	7	C		
Zeus	10	0	C/K/Cd/R/Y/Eg	Mini	
Protect	10	12	All except CDK	1/2 Bolt. Fire. Ice damage	
CrysRing	20	12	All except CDK	Confuse. Paralyze. Sleep	

ITEMS

Items play a pivotal role in Final Fantasy IV. There are various types of items. Throughout the game. Recovery Items can be used to restore the characters' HP and MP and to remove status ailments.

Offensive Items are single-use weapons that can be used in combat against your enemies. Since they are not magic-based, their effectiveness is 100% guaranteed when used against the right enemies.

Many other items play a part in the story, and must be kept in the party inventory until such time as they are needed. In most cases, you will use these "event items" almost immediately, so it's not much of a concern.

INVENTORY MANAGEMENT

Your party is only capable of carrying a certain number of items. Each item slot can hold up to 99 of any item. But if you run out of spaces, you cannot collect or purchase any more items.

To avoid this, make frequent visits to the Chocobo Forests scattered around the world. There, move to the north side of the forest and search until you "smell chocobo in the air." Use a Gysahl, and the Fat Chocobo will appear. The Fat Chocobo will store any items that you don't want to sell or discard.

MONEY PROBLEMS

As you explore further in the game, you will realize that most armor and weapons need to be purchased from item shops, and cannot be found in dungeons or lairs. Sometimes the prices are rather exorbitant. To make money fast, sell off the items that you won't be using anymore. For instance, after Cecil becomes a paladin all his dark knight gear has no further use. You can sell these items for a good amount of money, to help you purchase the armor and weapons Cecil needs to be a successful paladin.

There are sneakier ways to make money. Check the "Item Duplication Trick" in the Secrets section for more details.

RECOVERY ITEMS

NAME	EFFECT	TARGET	PRICE
Alarm	Wakes up those who have fallen asleep during battle (cures Sleep).	Multiple	
Antidote	Cures those who have been poisoned (cures Poison).	Single	40
Cabin	Completely restores HP and MP. Cures all status ailments.	Multiple	500
Cross	Cures those who have been cursed (cures Curse).	Single	100
DietFood	Cures those who have become pigs (cures Pig).	Single	100
EchoNote	Cures those who have lost their magic ability (cures Silence).	Single	50
Elixir	Completely restores HP and MP.	Single	100000
Ether1	Restores some MP.	Single	10000
Ether2	Restores more MP than Ether1.	Single	50000
Eyedrops	Cures those who have become blind (cures Darkness).	Single	30
HiPotion	Restores more HP than Potion.	Single	150
Life	Cures KO and restores minimal HP.	Single	100
MaidKiss	Cures those who have become toads (cures Toad).	Single	60
Mallet	Cures those who have become small (cures Mini).	Single	80
Potion	Restores some HP.	Single	30
Remedy	Cures all status ailments except KO.	Single	5000
Soft	Cures those who have become petrified (cures Petrify).	Single	400
Tent	Restores some HP and MP. Cures all status ailments except KO.	Multiple	100
Unihorn	Cures status ailments that would otherwise disappear after battle (like Confuse and Berserk).	Multiple	
X-Potion	Restores more HP than HiPotion.	Single	

DEFENSIVE ITEMS

NAME	EFFECT	TARGET	PRICE
Illusion	Helps you to dodge attacks by creating your double.	Single	
MoonVeil	Stronger version of StarVeil. Lasts longer than StarVeil or Wall.	Single	
StarVeil	Reflects enemy magic. Lasts longer than the spell Wall.	Single	

OFFENSIVE ITEMS

NAME	EFFECT	TARGET	PRICE
Big Bomb	Stronger version of the offensive item Bomb.	Multiple	
Blizzard	Freezes the enemy with cold dragon breath.	Multiple	
Bomb	Causes fire damage.	Multiple	
Boreas	Stronger version of Notus.	Multiple	
Coffin	Kills the enemy instantly. Same effect as the black magic spell Death.	Single	
GaiaDrum	Causes an earthquake to damage enemies.	Multiple	
Grimoire	A book of summons that calls a random summoned creature.	N/A	
Inferno	Scorches the enemy with dragon fire.	Multiple	
Kamikaze	Sacrifices user's HP to damage the enemy by that same amount. User becomes KO'd.	Single	
LitStorm	Zaps the enemy with a dragon's lightning bolt.	Multiple	
Notus	Causes ice damage.	Multiple	
Stardust	Showers stardust that causes damage to any type of enemy.	Multiple	
ThorRage	Causes bolt damage.	Multiple	
ZeusRage	Stronger version of ThorRage.	Multiple	

SUPPORT ITEMS

NAME	EFFECT	TARGET	PRICE
Bacchus	Berserks the target so he/she attacks powerfully but uncontrollably.	Single	
Hermes	Raises agility. Same effect as the white magic spell Haste.	Single	
HrGlass1	Stops time for enemies, immobilizing them.	Multiple	
HrGlass2	Stronger version of HrGlass1. Enemies immobile for a longer time.	Multiple	
HrGlass3	Stronger version of HrGlass2.	Multiple	
MuteBell	Prevents the enemy from using magic by silencing them.	Multiple	
Silk Web	Spins webs around the enemy to hinder their mobility.	Multiple	
Succubus	Restores MP by absorbing target's MP.	Single	
Vampire	Restores HP by absorbing target's HP.	Single	

OTHER ITEMS

NAME	EFFECT	TARGET	PRICE
Ag Apple	Raises maximum HP by 50 points.	Single	
Alert	Alerts enemies to your presence and pulls you straight into battle.	N/A	
Au Apple	Raises maximum HP by 100 points.	Single	
Bestiary	Learn enemy HP and weaknesses.	Single	
Bomb	Teaches Rydia how to summon Bomb.	Single	
Cocatris	Teaches Rydia how to summon Cocatris.	Single	
EagleEye	Zooms out the screen to view surroundings.	N/A	100
Exit	Warps you out of dungeons to the surface.	N/A	
Gysahl	Calls Fat Chocobo if used in an area where there is the smell of chocobo in the air.	N/A	50
Imp	Teaches Rydia how to summon Imp.	Single	
Mage	Teaches Rydia how to summon Mage.	Single	
Smut	Ooh la la!	N/A	
SomaDrop	Raises maximum MP by 10 points.	Single	
Whistle	Allows you to call Fat Chocobo from anywhere, except during battle.	N/A	20000

EVENT ITEMS

NAME	EFFECT
Adamant	A rare ore.
BaronKey	Unlocks a door.
BombRing	Ring with a Bomb's spirit dwelling inside.
Crystal	A mystic jewel with the power to seal evil.
DkMatter	Slows down the rate of damage caused by Zeromus's Big Bang attack.
Magma	An ordinary-looking stone.
Necklace	Necklace with the power to break a powerful seal.
Pan	Yang's wife's frying pan.
Pass	Pass to enter an exclusive place. Costs 10000 Gil.
PinkTail	PinkPuff's tail.
Rat Tail	A small tail.
SandRuby	A rare jewel that can cure desert fever.
TowerKey	Unlocks a door.
TwinHarp	Allows you to transmit your voice really far.

BEFORE THE ADVENTURE BEGINS

Before starting the walkthrough, read through these basics about the characters and the world in which they live:

DIFFICULTY

Even expert RPG players may find this version of Final Fantasy IV to be a challenge. When this game was originally released in Japan years ago, players could purchase either of two versions: Easy Type or Hard Type. The easy version was released in the US as Final Fantasy II, so this is the first time that Final Fantasy IV Hard Type is available to American players.

To combat the extreme difficulty, always equip your characters with the best armor and weapons available. Spend time between events wandering wilderness areas, leveling up your characters so that they are better able to meet the challenges ahead. Finally, save your game often, using the Memo feature. Just don't forget to save your data onto a memory card before shutting off your PlayStation!

STATUS ABNORMALITIES

During combat, your characters can sometimes have impairments inflicted upon them that reduce or eliminate their ability to continue fighting. Some status abnormalities disappear when the battle ends, but others must be removed manually by using the appropriate medicine or spell. All status effects can be removed by using a Cabin. Check the list of "General Items" in the Items section to see which medicines remove which status ailments.

Some spells, weapons, and items allow characters to inflict status abnormalities on enemies. Review all the tables in the Equipment section, and use status impairments to your benefit.

TIPS AND HINTS

Here's a quick and general list of how to keep your head above water in Final Fantasy IV:

Use the Row and Order commands effectively. Place low-HP magic users in the back row of the party formation, and place higher-HP fighters with better armor at the front. If you are Back Attacked and your rows are switched, press left on the directional buttons to display the "Row" command to swap positions.

Heal characters both in and out of battle. Use magic for this whenever possible, since MP can be replenished by visiting an Inn, Chocobo Forests, and other resources. Don't waste all your HiPotions and other rare medicines, which are more useful later in the game.

Use the "Psych" ability to acquire more MP if you run low. Black mages and sages all learn this ability.

Between each event, when you have a decent-sized party, you should roam the area and fight several random battles. Increase party levels to be ready for the challenges ahead. Have patience and invest time into your characters. Don't rush ahead.

There may be a better weapon to use in a particular battle, so don't hesitate to switch weapons. You can change what's in a character's hands and attack in the same turn, so use this to your advantage.

Constantly check the Bestiary at the start of each section. Know your enemies' weaknesses and exploit them. For example, when you encounter an enemy that is weak against "Projectiles," equip one of your characters with bow and arrows or with a spear.

Always equip your characters with the best armor available. Don't be stingy with your money, as there are ways to make more.

FURTHER TRAINING

If you need to know more, visit the Black Magic Lab and the White Magic Lab on level 1F of Castle Baron to learn about the different types of magic. For basic combat training, enter the Devil's Road building in the town of Baron and go down the stairs to enter the Training Room. Talk to all the people in these rooms and you'll have a better understanding of the game in no time.

SHOP LISTS

TOWN OF BARON*

SHOP	ITEMS	GIL
Weapon	Thunder (rod)	700
	Cure (staff)	480
	FireClaw	350
	IceClaw	450
	BoltClaw	550
Armor	Headband	450
	Kenpo	4000
	Silver (gauntlets)	650
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

**Weapon and Armor shops in Baron won't open until Cecil is a paladin.*

MYSIDIA

SHOP	ITEMS	GIL
Weapon	IceRod	220
	FlameRod	380
	Cure (staff)	480
	Crossbow	700
	Holy (arrow)	20
Armor	Magus (hat)	700
	GaiaGear	500
	Silver (gauntlets)	650
	Paladin (shield)	700
	Paladin (helm)	4000
	Paladin (armor)	8000
	Paladin (gauntlets)	3000
Item	Potion	30
	HiPotion	150
	Life	100
	Soft	400
	EchoNote	50
	Antidote	40
	Tent	100
	Cabin	500

MYTHRIL VILLAGE

SHOP	ITEMS	GIL
Weapon	Mythril (staff)	4000
	Mythril (dagger)	3000
	Mythril (hammer)	8000
	Mythril (sword)	6000
Armor	Mythril (shield)	1000
	Mythril (helm)	3000
	Mythril (armor)	17000
	Mythril (gauntlets)	2000
Item	MaidKiss	60
	Mallet	80
	DietFood	100

KAIPO

SHOP	ITEMS	GIL
Weapon	Rod	100
	Staff	160
	ShortBow	220
	Brass (arrow)	10
Armor	Leather (hat)	100
	Clothes	50
	Leather (armor)	200
	IronRing	100
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

VILLAGE OF MIST

SHOP	ITEMS	GIL
Weapon	Whip	3000
	Dancing (dagger)	5000
Armor	Bard	70

TROIA

SHOP	ITEMS	GIL
Weapon	Wooden (hammer)	80
	GreatBow	2000
	Fire (arrow)	30
	Ice (arrow)	30
	Bolt (arrow)	30
Armor	Leather (hat)	100
	Feather (hat)	330
	Clothes	50
	Leather (armor)	200
	RubyRing	1000
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50
Pub	Pass	10000

FABUL

SHOP	ITEMS	GIL
Weapons/ Armor	FireClaw	350
	IceClaw	450
	BoltClaw	550
	Demon (helm)	980
	Demon (armor)	3000
	Demon (gauntlets)	800
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

AGART

SHOP	ITEMS	GIL
Weapon	Rod	100
	Staff	160
	Spear	60
	Boomrang	3000
	ShortBow	220
	Crossbow	700
	Brass (arrow)	10
	Holy (arrow)	20
Armor	Iron (shield)	100
	Iron (helm)	150
	Iron (armor)	600
	Iron (gauntlets)	130
	IronRing	100
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

CAVE EBLAN

SHOP	ITEMS	GIL
Weapon	Power (staff)	2000
	IceBrand	26000
	IceSpear	21000
	Kunai	4000
	Boomrang	3000
	Archer (bow)	3000
	Poison (arrow)	70
Armor	IceShld	10000
	IceArmor	35000
	Black (robe)	10000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100

DWARVEN CASTLE

SHOP	ITEMS	GIL
Weapon	Dwarf (axe)	15000
	GreatBow	2000
	Darkness (arrow)	40
	Flame (sword)	14000
	FireSpr	11000
Armor	Flame (shield)	1250
	Flame (armor)	30000
	Wizard (hat)	2000
	Wizard (robe)	1200
	Rune (gloves)	2000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100
	Life	100
	Potion	30
	HiPotion	150
	Tent	100
	Cabin	500
	EagleEye	100
	Gysahl	50
	Remedy	5000

KOKKOL'S SMITHY

SHOP	ITEMS	GIL
Weapon	Shuriken	20000
	Fuma	50000
	Yoichi (arrow)	140

TOMRA

SHOP	ITEMS	GIL
Weapon	Ashura	7000
	Chain	6000
	Ogre (axe)	45000
	Archer (bow)	3000
	Mute (arrow)	100
Armor	Diamond (shield)	15000
	Diamond (helm)	10000
	Diamond (armor)	40000
	Diamond (gauntlets)	5000
	Tiara	20000
	GoldRing	4000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100
	Life	100
	Potion	30
	HiPotion	150
	Tent	100
	Cabin	500
	EagleEye	100
	Gysahl	50
	Remedy	5000

HUMMINGWAY HOME

SHOP	ITEMS	GIL
Item	HiPotion	150
	Life	100
	Ether1	10000
	Ether2	50000
	Elixir	100000
	Cabin	500
	Bestiary	980
	Whistle	20000

LAND OF SUMMONS

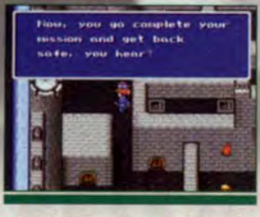
SHOP	ITEMS	GIL
Weapon	Whip	3000
	Chain (whip)	6000
	Blitz	10000
	Kotetsu	11000
	FairyRod	5000
	Lunar (staff)	7000
	Angel (arrow)	110
Armor	Aegis (shield)	20000
	Sorcerer (robe)	30000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100
	Life	100
	Potion	30
	HiPotion	150
	Tent	100
	Cabin	500
	EagleEye	100
	Gysahl	50
	Remedy	5000

Bestiary Information

Refer to the Bestiary at the start of the description of each area. A better understanding of the enemies you're about to face will help you prepare. The Bestiaries only list the monsters that appear for the first time at the specified locations; therefore, the monsters you encounter early in the game may also appear later, in other locations. EXP numbers for each monster are rounded up, and you might get one point more or less for defeating two of the same monster type at one time. Note that EXP is divided evenly among all surviving party members at the end of each battle.

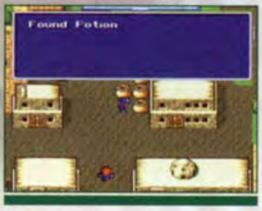
MISSION TO THE VILLAGE OF MIST

MAIN OBJECTIVES:



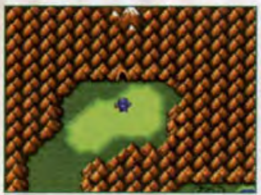
Now, you go complete your mission and get back safe, you hear?

Meet Cecil's allies at Castle Baron.

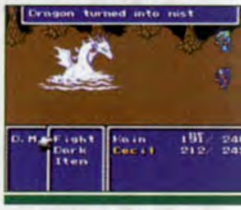


Found Potion

Find supplies hidden around the town.

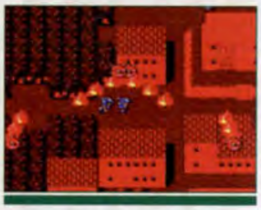


Cross the outskirts to the Mist Cave.

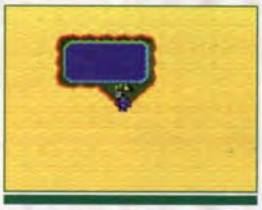


Dragon turned into mist

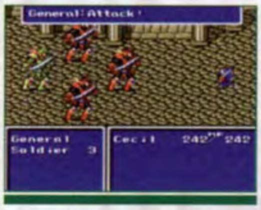
Battle the Mist Dragon.



Deliver destruction to the village of Mist.

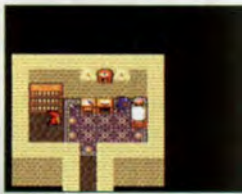


Take Rydia to Kaipo.

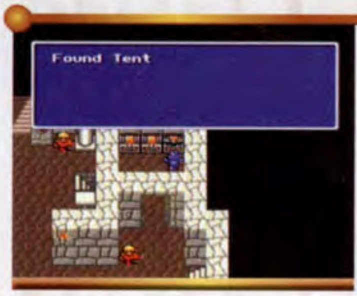


General:Attack!

Fend off Baron's soldiers.



Reunite with a feverish Rosa



Found Tent

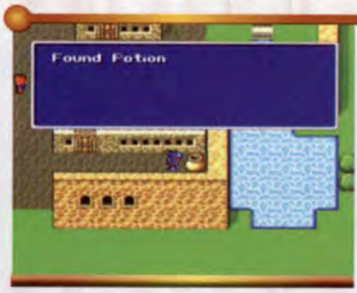
After the king dismisses Cecil, follow Kain to the side table for a bit more conversation. Then move south to 1F. The staircases immediately to the left and right of the door lead down to the Black Magic Lab and the White Magic Lab. The mages there have tips about using magic. Press the wall switch behind the guard standing off to the right and collect the items from the three chests. Explore the rest of the castle and familiarize yourself with its layout for later events.

Head to the northwest tower, encountering the white mage Rosa and the engineer Cid along the way. Then climb up to Cecil's room in the tower for some rest.

Items Found

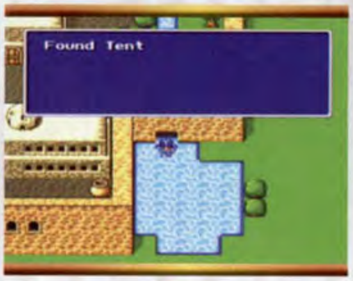
BombRing
480G
Ether1
Tent

TOWN OF BARON



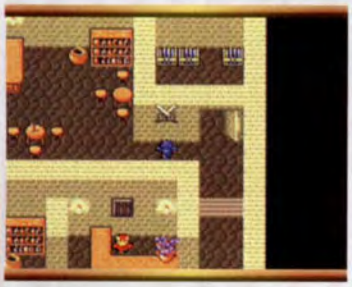
Found Potion

Cecil is charged with delivering the BombRing to the village of Mist, and Kain will accompany him. Outside Castle Baron is the town for the common folk, and it's essential to stop here for some gear. Don't buy anything right away, as there are plenty of items to find. Check the pot to the immediate right of the entrance for a Potion, then find another one among the cluster of pots further up.



Found Tent

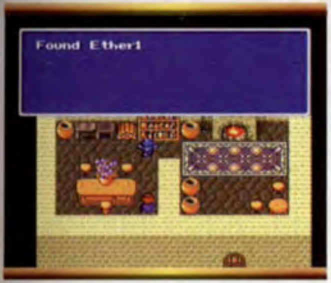
At the top of Baron is a pool where a dancing girl entertains. Climb into the pool and follow the aqueduct all the way down to the pool outside the town walls. Search in the pool to find a **Tent** and an **HrGlass1**.



The Inn costs 50 Gil per night to stay. Barred from the castle, you may need to rest here if Cecil and Kain get low on HP during the trip to the Mist Cave. Search the lower pot for a **Potion**, and move north. Inspect the mounted swords to open the secret door on the right, and plunder the chests inside for **Eyedrops**, a **Tent**, and an **EagleEye**.

Items Found

Potion (3)
Eyedrops
Tent (2)
EagleEye
MaidKiss
Ether1
HrGlass1



Found Ether1

The building above the Item Shop contains the Devil's Road entrance, which is blocked. However, you can descend the steps and speak to the soldiers inside the Training Room to learn about combat. Above the Inn is Rosa's house, and her mother doesn't seem too fond of Cecil. Take the **Ether1** from her bookshelf, and a **MaidKiss** from the upper left pot. Now you're set for your journey, without having spent a single Gil!

OUTSKIRTS OF BARON

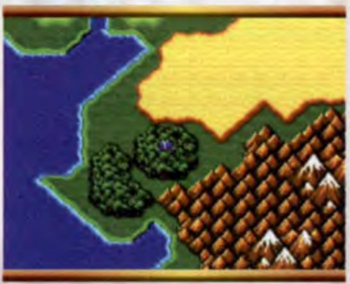
Items Found

Gysahl

BESTIARY

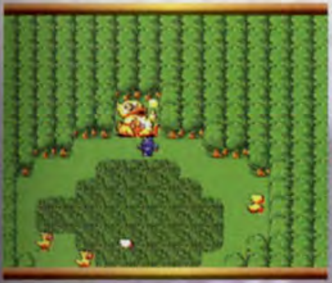
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Eagle	18	21	0	Defeat with projectile weapons.	Projec	5	40
FloatEye	20	20	0	Casts Death upon itself when confused.	Projec	9	42
Imp	6	19	0	Weakest among monsters.	None	5	28
SwordRat	30	21	0	Shoots needles when attacked.	None	13	66

Head west across the world map into the mountains, and follow the green path north to the Mist Cave. Southwest of Baron is a round-shaped forest that you can enter.



Chocobo Forest

"Speak" to any of the yellow chocobos, and you can hop on it for a ride. This is not recommended at this point since you will miss valuable EXP and Gil gained from fighting your way to the Mist Cave. Search the right portion of the grassy area for a **Gysahl**.



Fat Chocobo

Since the party is only capable of carrying a certain number of items, you can ask Fat Chocobo to take some of the weight off your back. Move to the north gap of the Chocobo Forest and search. You will "smell chocobo in the air." From the pop-up window, use a Gysahl and Fat Chocobo will appear. "Feed" it the items you won't need to use immediately, and make it "Barf" whatever you fed it previously that you now need.

Keeping item spaces open in your inventory is essential to running a successful party. Otherwise, you'll run out of space for your treasures. Purchase Gysahls at Item Shops and visit Fat Chocobo often.

MIST CAVE

Items Found

Potion(2)
Tent
Eyedrops

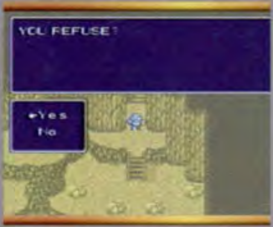
BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Larva	28	20	1	Uses Psych when attacked with magic.	None	8	49
SandMoth	40	21	2	Moth-shaped monster that sprays powder.	None	18	74

SUGGESTED LEVELS

CECIL	KAIN
12	12

Move to the far right and then north, where the knights will hear a strange voice. Continue through the cave, collecting the treasures from the four chests along the way. At the end, the voice will demand that you go back. When it asks if you refuse, say "Yes" and you'll engage the first boss of the game.

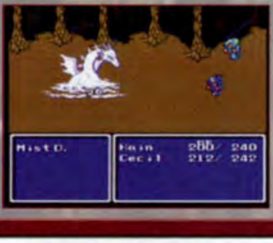


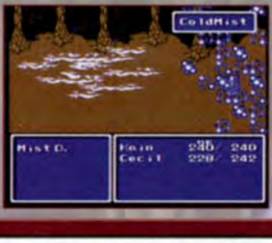
YOU REFUSE?

BOSS: MIST DRAGON

HP: 465
EXP: 700
Gil: 200
ATK: 16
DEF: 5
Weak Vs.: None

Use Cecil's standard attacks and Kain's Jump ability. After three or four attacks, the Mist Dragon will transform into mist. If you attack the Mist Dragon in its mist form, it will counter with its devastating Cold Mist attack. Therefore, use this time to heal your party if necessary, and attack once the creature resumes dragon form.





GaiaRage
Fight
Dark
Item
Kain 240/ 240
Cecil 207/ 242

THE VILLAGE OF MIST

Exit the Mist Cave, and use a Tent and save if needed. Head east into the village of Mist, where the BombRing releases a horde of monsters. In the ensuing chaos, Cecil and Kain find a small child, but she's no ordinary girl.

Rydia Attacks

During the battle with the child, do not attempt any attacks or waste any items. The battle is story-driven, and will be over momentarily. Rydia summons Titan, which causes a massive earthquake. Following the fight, you'll find yourself back on the world map.

DESERT BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Sand Man	20	20	0	Weak against cold.	Ice	17	70
Sandpede	60	11	3	Uses GaiaRage, so kill it first!	None	20	79
SandWorm	75	16	2	Uses special attack Tornado.	None	22	82
FloatEye	20	20	0		Projec.	9	42

With Kain no longer assisting, Cecil must fight alone in any random battles that occur. Try to have as few encounters as possible as you make your way to the nearest town.

Move north into the desert. The town of Kaipo is east-northeast of the entrance to the desert. Use an EagleEye to get a fix on it, if you must.

KAIPO

Upon entering Kaipo, Cecil immediately heads for the Inn. The manager is nice enough to let him and Rydia stay the night free of charge. However, during the night, Baron's soldiers catch up to Cecil.

Items Found
Ether1

BOSS: GENERAL, SOLDIERS (3)

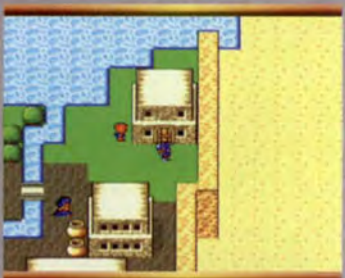
GENERAL	**HP:** 221	**EXP:** 398	**Gil:** 80	**ATK:** 26	**DEF:** 2	**Weak Vs.:** None
SOLDIERS	**HP:** 27 each	**EXP:** 157 each	**Gil:** 54 each	**ATK:** 20	**DEF:** 0	**Weak Vs.:** None

Show these scoundrels what they're dealing with by launching Cecil's Dark attack, which should kill one or more of them each turn. The General will run when his men are defeated. If you've been leveling up, try to kill him before killing the last Soldier. The reward is significantly greater if you are successful.

General
Soldier 3
Cecil 208/242

Retreat
General
Cecil 160/242

The Feverish Girl



Rydia joins the party after the soldiers are defeated. Explore the town and talk to all the people. Search in the pots directly above the Weapon Shop to find an **Ether1**.

Enter the top right house and speak to the woman inside. She has some chilling news. Move up to the bedroom, where Cecil will find Rosa sick, suffering from desert fever. Speak to the old man in red to learn what to do.

TIP!

Before heading out to the Water Cavern, you should fight in the desert with Rydia. She should quickly level up, and learn Bolt1 and Ice1 in no time. Both spells are key to surviving the Water Cavern.

ROSA AND THE SAND RUBY

MAIN OBJECTIVES:

Find secret treasures in the Water Cavern.

Cecil:You must be the sage Tellah.

Meet the sage Tellah.

Octomamm

Rydia 58/ 167
Cecil 286/ 306
Tellah 238/ 340

Strike down the Octomamm's tentacles.

Search out survivors in Damcyan.

Rydia:AAAH!
Edward:It's okay.
Antlions are quite tame.
They don't attack people.

Defeat the Antlion to obtain the SandRuby.

Exposed Rosa to Sand Ruby light

Cure Cecil's ailing love.

WATER CAVERN

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
CaveToad	47	11	2	Casts Ice1.	Ice	24	89
EvilShel	58	11	1	Weak against bolt attacks.	Bolt	28	101
Gator	175	28	2	Attacks twice in one turn.	Ice	95	236
Jelly	35	15	254	Resistant to physical attacks.	Fire	36	134
Mad Toad	59	13	1	Casts Toad.	Ice	34	127
Pike	65	11	1	Defense is not high.	Bolt	30	119
TinyMage	69	19	2	Use Mute to prevent magic attacks.	None	63	132
WaterBug	125	16	3	Escapes fast, so kill it first!	Bolt	79	225
WaterHag	64	18	0	Can fight on both land and water.	Bolt	38	136
Zombie	52	13	2	Undead monster.	Holy, Fire	31	112

Items Found

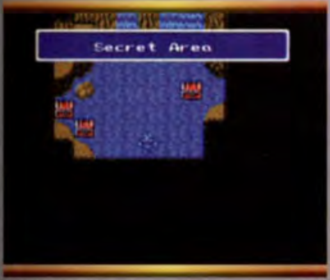
- *Potion (3)*
- *MaidKiss*
- *Tent*
- *Bomb (2)*
- *Life*
- *X-Potion*
- *Ether2*
- *IronRing*
- *Ether1 (2)*
- *IceRod*
- *580 Gil*
- *Feather (hat)*
- *Notus*
- *HrGlass1*
- *Dark (sword)*
- *Hades (helm)*
- *Hades (gauntlet)*
- *Hades (armor)*
- *Hermes*

SUGGESTED LEVELS

CECIL	RYDIA
14	8
TELLAH	
20	

Water Cavern - South

Move directly north to collect a **Potion** and **MaidKiss**, then return to the entrance and head all the way left for a **Tent**. Talk to the man on the bridge. He is the sage Tellah, and he joins the party in hopes that the dark knight and summoner can help him get to Damcyan. Equip him with extra armor and move on.

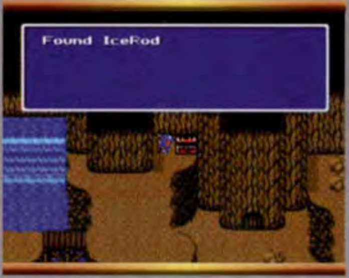

Secret Area

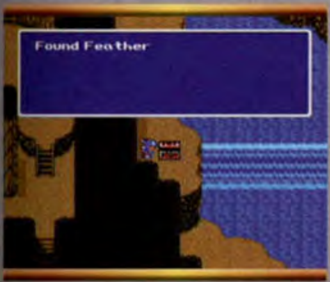
The exit is at the top of the level, but first move all the way to the top right and down into the water. You can pass through the large waterfall into an area with three chests containing a **Life**, an **X-Potion**, and an **Ether2**. Follow the right stream all the way up to an **IronRing**. Also collect the **Bomb**, then exit through the top left cave.

TIP!

Remember that you can target your Ice1 and Bolt1 spells at multiple enemies by pressing right or left on the directional buttons. If some of the monsters are weak versus Bolt and others are weak versus Ice, then target one enemy at a time.

B2F

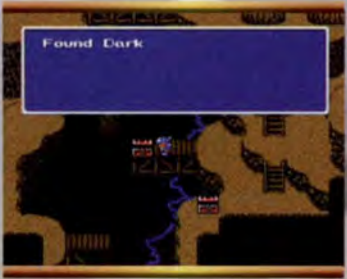

Found IceRod


Found Feather

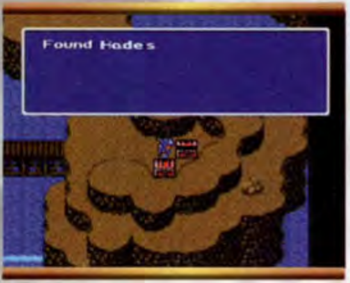
Move north and climb down into the water. Climb the steps nearby to reach a **Potion**, then move downward. Get back on dry land and pick up the **Ether1** on the left, then move across the bottom and up to the save point at the far left. The party automatically rests, so a Tent is not used. Save your game and proceed north, collecting an **IceRod** from the top chest. Take another swim through the water to reach the central exit.

B3F

Head across the islets to collect **580 Gil** and a **Bomb**, then exit left. There's a secret passage on the left that exits near the **Potion** at the top, but you can also continue following it over to the right, where you'll find a **Feather** hat.



Found Dark



Found Hades

Water Cavern - North

Grab the **Ether1** and **Notus** from the left, then cross the chasm and move south first to find an **HrGlass1** and the **Dark** sword. At the exit, follow Tellah's advice.

Land Passage

The party must cross a brief stretch of land outside. Monsters encountered randomly here are listed in the desert's Bestiary above. Before entering the north cave, use a Tent if necessary, and save your game.

Waterfall

Tellah spots the villain at the bottom of the falls. The party will ride down to the bottom. Quickly climb back on land, move south and collect the **Hades** helm and **Hades** gauntlets.

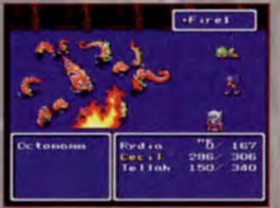
Lake

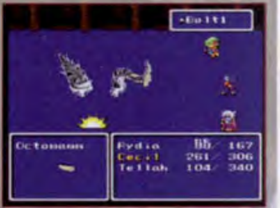
Cross the bridge and grab the **Hermes** and the **Hades** armor. Take a moment to make sure all your new stuff is equipped, and that the party is ready to fight the boss who guards the exit.

BOSS: OCTOMAMM

HP: 2350	**EXP:** 1200	**Gil:** 500	**ATK:** 22	**DEF:** 0	**Weak Vs.:** Shadow, Bolt

Rydia and Tellah should cast Bolt1 each turn, while Cecil attacks. The dark knight will be dishing out the most pain, so keep Cecil alive. With all eight arms, the Octomamm will take less damage. However, as you whittle away the tentacles, your attacks will cause more damage. After the battle, exit through the falls.





DAMCYAN CASTLE

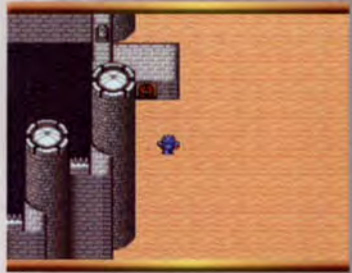
Head north from the Water Cavern to the kingdom of Damcyan. Suddenly Red Wing bombers fly past and decimate the castle. Looks like you're too late to save the crystal.

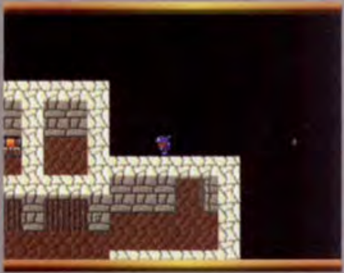
On the second floor is a plethora of chests that have already been plundered. The enemy has left you only a **Tent**. Continue upstairs to witness a heartbreaking scene for Tellah. After delivering a beating to Edward, the prince of Damcyan, Tellah leaves the party. Once Cecil and Rydia talk some sense into Edward, he agrees to help them and joins up.

Although Edward's combat skills are lacking, he does have a cool hovercraft that can cross shallow waters. The party exits the castle, but you should return immediately. Go back up to 3F and use the healing pots on either side of the room. The one on the right replenishes MP, and the left one restores HP and removes status abnormalities.

Items Found

- *Tent*
- *Crossbow*
- *Feather (hat)*
- *RubyRing*
- *Ether1*
- *Life*
- *Soft*
- *Eyedrops*
- *Antidote*
- *Potion*
- *Holy (arrows) (2x10)*
- *Iron (arrows) (x10)*





Exit the castle's front entrance and edge counter-clockwise around the outside walls. Enter the side building to reap the true royal treasures! Press the button behind the dead guard to open the secret door. Then navigate through the unseen passage and through the first wall into the second cell. Collect the **Crossbow** and the **Feather** hat, and move to the next cell to find the **RubyRing**. Now exit and take the stairs down to B1F. The six chests all contain items, and three of the four pots contain arrows.

TIP!

Edward's best contribution to combat is his harps' ability to inflict status effects on the enemy. Not being a fighter at heart, he can also hide from monsters. If he's damaged enough, he will flee and remain off-screen for the rest of the fight. If he isn't healed between battles, he will remain off-screen for the subsequent battles. You should wander the deserts around Damcyan for a while. After Edward gains a few levels, he becomes a much more useful character.

ANTLION CAVE

BESTIARY

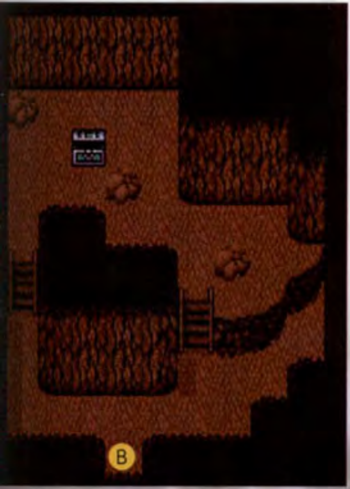
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Basilisk	90	15	2	Uses Petrify.	None	30	110
Cream	55	16	254	Weapons are ineffective.	Bolt	33	144
Imp Cap.	37	15	0	Captain of Imps. higher HP.	None	40	184
Turtle	190	20	1	Weak against ice.	Ice	46	234
Weeper	130	18	2	A spirit weak against holy power.	Holy	42	157

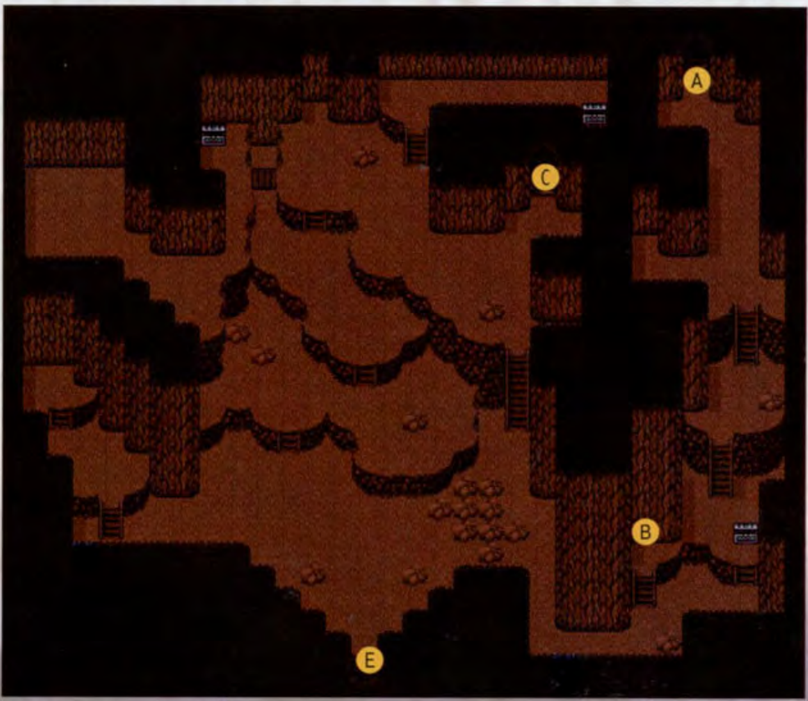
SUGGESTED LEVELS

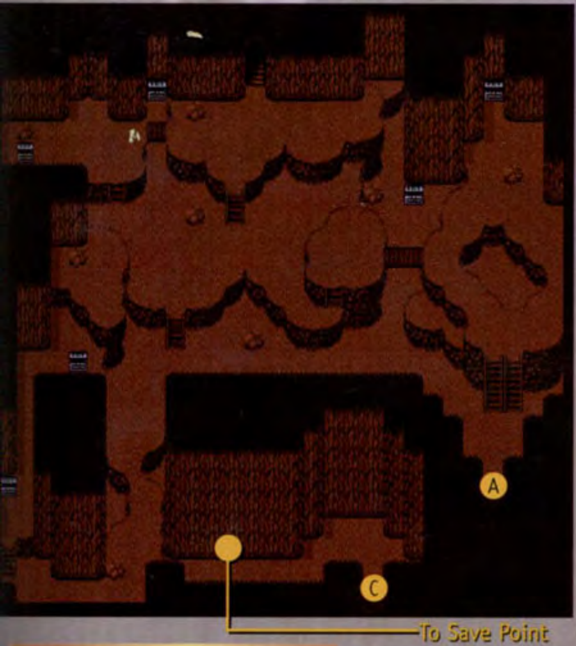
CECIL	RYDIA
16	13
EDWARD	
6	

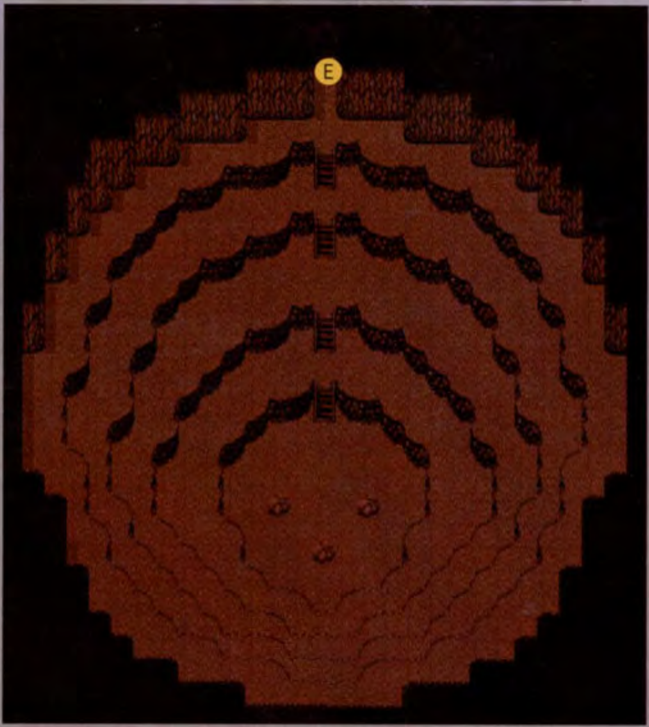
Items Found

Potion (3)
Silk Web (2)
Soft
Tent
Notus
Lamia (harp)
HrGlass1
Life
Ether1
Exit
SandRuby









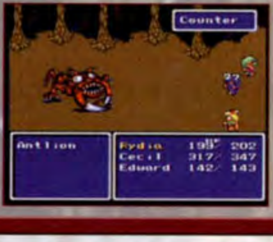
Found Lamia

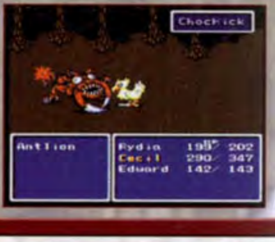
Navigation in the first few chambers of the Antlion's lair is relatively complex to describe, so please use the maps provided to collect items. Use the top exit in B2F to reach the room with the save point before moving south to fight the creature. Also, be certain to find and equip Edward's **Lamia** harp, since it is a much stronger weapon than his Dreamer harp.

BOSS: ANTLION

HP: 1100	**EXP:** 1500	**Gil:** 800	**ATK:** 11	**DEF:** 3	**Weak Vs.:** None

A tricky monster indeed. It won't attack unless you attack physically with a weapon. If you want to play it safe, Edward should Hide like he normally does, and Cecil should Parry every round. Rydia should call Chocobo each turn, which does a massive amount of damage. Moreover, against the chocobo's attack, the Antlion will not retaliate with its powerful Counter attack. The reward for defeating the Antlion is the **SandRuby**.





Healing Rosa

Use the hovercraft to return to the area of Damcyan Castle, then use the western shallows to reach the lower desert. Park outside Kaipo and return to the house where Rosa is resting. Use the SandRuby to cure her, and she will join the party.

Edward's Sojourn

During the night, Edward reunites with his lost love. However, a WaterHag interrupts them, and Edward must fight. This is mostly event-driven, so just destroy it with normal attacks and try not to use too many items. This particular monster rewards Edward with 100 Gil and 800 EXP.

White Mage Rosa joined the party

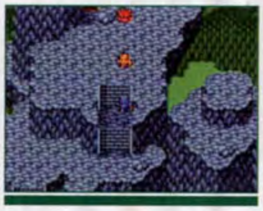
You must fight, Edward.

WaterHag
Edward 146/ 159

JOURNEY TO FABUL CASTLE

MAIN OBJECTIVES:

Climb the peaks of Mt. Hobs.



Join the monk against the Mom Bomb.

Master Yang! The king wishes to see you.

Follow Yang to Fabul.

Defend Fabul against Baron's onslaught.

MT. HOBS

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Bomb	55	19	2	Detonates when HP is low.	None	76	361
Cocatris	149	24	1	Attack with projectiles and spears.	Projec	82	275
Gargoyle	160	28	2	Flies and uses Wind.	Holy, Projec	90	315
GrayBomb	111	36	18	Detonates when HP is low.	None	105	445
Skeleton	135	26	2	Undead with high attack power.	Holy, Fire	126	238
Spirit	86	24	1	Spiritual being that casts Fire1.	Holy	122	278

Items Found

960 Gil
Soft
Potion
Tent
Holy (arrows) (x10)

SUGGESTED LEVELS

CECIL	RYDIA
18	15
EDWARD	**ROSA**
13	11

Pilot the hovercraft back to the northern desert, then cross the eastern shallows. Drive past the Antlion Cave to the mountains, and enter at the path.

Rydia overcomes her fear of fire and removes the ice blocking the path. At the top are two "doorways"; take the left. Collect the four items and use the save point. Then return to the first area and enter the right door.

TIP!

Gargoyles and Cocatrises are weak against projectile weapons, so equip Rosa with a bow and arrows and use her "Aim" ability to fight them. At this point, Holy arrows are most effective against both. Just be sure to save some of her arrows for the boss.

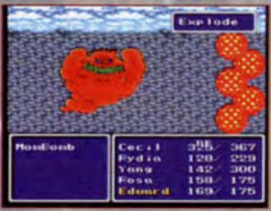
Summit

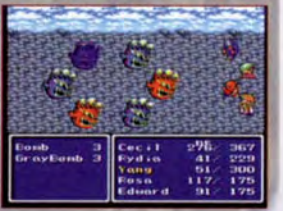
Grab the Holy arrows and move north. The party stumbles across a monk who is desperately fighting off many enemies. After witnessing a brief demonstration of his abilities, the party joins his battle against a merciless foe.

BOSS: MOM BOMB

HP: 11000	EXP: 1900	Gil: 543	ATK: 30	DEF: 1	Weak Vs.: None

At first, you're fighting just another Bomb with a lot of HP. However, after a few rounds, the Mom Bomb will assume its true form. Start using Rydia's Chocobo summon on this form. After both sides inflict some damage, there will be a warning of an explosion. Quickly heal as many characters as you can, because the explosion will take down 60-100 HP per character. Afterward, use Rosa's "Pray" ability and hope that it is answered, because the Mom Bomb splits into six Bombs and GrayBombs! Use the monk's "Kick" ability to do massive damage, and assist with Cecil's "Dark" attack. Wipe out the remaining bombs by individually targeting spells on each one, to avoid their detonation attack.

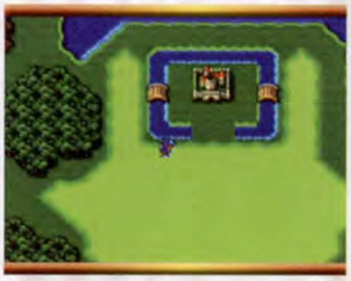




OUTSKIRTS OF FABUL

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Needler	115	28	2	Monster that shoots needles.	None	53	335



Yang is a mighty warrior from Fabul, and he joins the party. Heal everyone after the boss fight, and run east. Exit Mt. Hobs to the world map outside, where you can use a Tent and save your game.

The journey to Fabul is a long and perilous trek overland to the east. The party crosses a "land bridge" of sorts between the continents that curves a few different ways, then bends southeast. Use Sight (the white magic spell) if you feel lost, and it might help. When you reach the castle surrounded by a huge moat, you've found your destination.

Found Tent

FABUL

Inside Fabul, the Inn costs 100 Gil but there's a free place to rest elsewhere. Visit the shops for Potions and various claws for Yang. It's a good idea to have at least one claw of every type, so that the monk can exploit all weaknesses. Cecil's Demon equipment is on sale, and you should certainly purchase it to be ready for what lies ahead.

When you reach 2F, move to the south door first. Emerging on the upper level of the castle, you can reach the item-filled West and East Towers.

SUGGESTED LEVELS

CECIL	RYDIA
20	17
EDWARED	**ROSA**
14	13
YANG	
12	

Items Found

- *ThorRage*
- *Potion*
- *Notus*
- *Bomb*
- *Bacchus*
- *Tent*
- *Hermes*
- *Ether1*
- *Demon (shield)*
- *Silk Web*
- *Death (sword)*

West Tower

Search the pots and chests for a **ThorRage**, a **Potion**, a **Notus**, and a **Bomb**. Namingway is in bed on 2F. You can meet Yang's tough wife at the top.

East Tower

Search the pots in the pub on 2F to find a **Bacchus**. A **Tent** is in the king's chambers. You can rest in the king's bed, so take the opportunity to do so. When the party is back at full speed, head back down to the Throne Room.

THEY'RE COMING!
Yang: Attack!

The Siege of Fabul

After convincing the king that Baron is coming after the crystal, Cecil, Yang, and Edward will wait for the assault at the front gate. What follows is a series of minor boss fights to wear you down before the real bad guys show up, so keep your HP high by using Edward's Heal ability or Potions.

BOSS: CAPTAIN, 2 FIGHTERS

CAPTAIN	HP: 320	EXP: 999	Gil: 400	ATK: 36	DEF: 2	Weak Vs.: None
FIGHTERS	HP: 65 each	EXP: 399 for both	Gil: 100	ATK: 28	DEF: 2	Weak Vs.: None

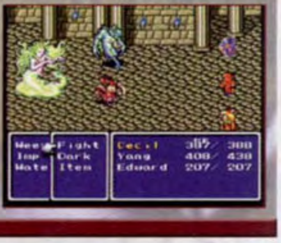
Like the battle in Kaipo, you have the option of attempting to defeat the Captain before eliminating the Fighters for extra Gil and EXP. Due to the number of boss fights following, it is recommended that you kill the Fighters first so that the Captain retreats.

Cap
Fig..
Fight
Dark
Item
Cecil 388/ 388
Yang 438/ 438
Edward 207/ 207

BOSS: WEEPER, IMP CAPTAIN, WATER HAG

WEEPER	**HP:** 130	**EXP:** 157	**Gil:** 42	**ATK:** 18	**DEF:** 2	**Weak Vs.:** Holy
IMP CAPTAIN	**HP:** 37	**EXP:** 184	**Gil:** 48	**ATK:** 15	**DEF:** 0	**Weak Vs.:** None
WATER HAG	**HP:** 64	**EXP:** 136	**Gil:** 38	**ATK:** 18	**DEF:** 0	**Weak Vs.:** Bolt

Concentrate on defeating the weaker monsters first to lower their numbers. Attack with every character each turn.

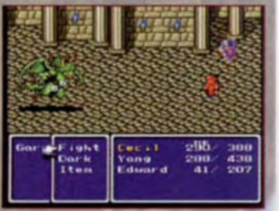


NOTE:
Another boss fight with a Captain and two Fighters occurs. Refer to the strategy above.

BOSS: GARGOYLE

HP: 160	**EXP:** 315	**Gil:** 90	**ATK:** 28	**DEF:** 2	**Weak Vs.:** Holy, Projectile

First turn, equip Edward with a bow and Holy arrows. Only one shot is needed to take out the monster. Or, have Edward confuse it with his Lamia harp. The Gargoyle will cast Wind on itself, reducing its HP to under 10.

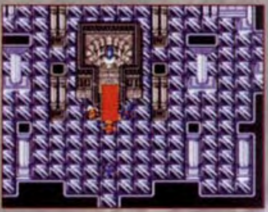


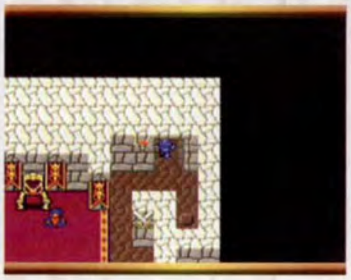
NOTE:
Two more boss fights occur, with another Weeper/Imp Cap./WaterHag trio and then another Captain/2 Fighters battle. The party retreats into the Crystal Room, where Kain appears.

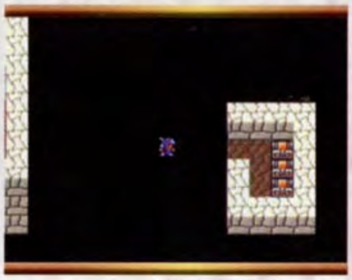
BOSS: KAIN

HP: ???	**EXP:** 0	**Gil:** 0	**ATK:** ???	**DEF:** ???	**Weak Vs.:** None

This is a story-driven duel between Kain and Cecil, and the traitor will win. Don't waste any HP using Cecil's "Dark" attack and don't waste any items trying to heal him.







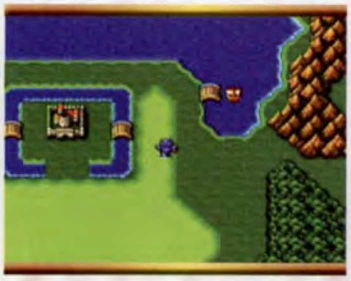
Enter Golbez

The evil sorcerer behind everything finally makes an appearance, taking the crystal and kidnapping Rosa. Yang, Edward, and Rydia join Cecil in his vow to save her.

Return to the Throne Room and search the left pot for a **Hermes**. Then move to the right and press the floor switch to open the secret door. Follow the hidden corridor to a treasure chamber containing a **Silk Web**, a **Demon** shield, and an **Ether1**.

Regroup and Strategize

Head first to the king's chamber in the East Tower. The injured royal directs you to rest at the Inn. There, the party will rest and determine that an airship is required to reach Golbez. The next morning, Yang asks for a sea vessel to sail to Baron, and the king offers Cecil the **Death** sword.



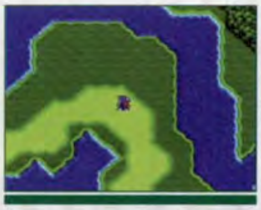
Tragedy at Sea

First, enter the Chocobo Forest northeast of the castle, where you should summon Fat Chocobo and dump your extraneous items. Head to the ship docked in the bay east of Fabul. Yang's wife wishes you *bon voyage*, but the trip doesn't go well. The monster Leviatan wrecks the vessel, and separates the party. Cecil washes up on a strange shore alone, and must quickly move to the safety of a nearby town.

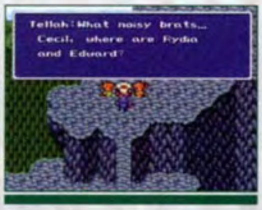
TO BECOME A PALADIN

MAIN OBJECTIVES:

Confer with the town elder at the House of Prayer.

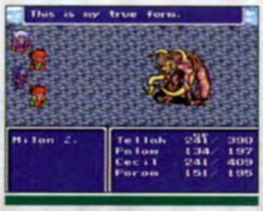


Venture east to Mt. Ordeals.



Tellah:What noisy brats...
Cecil, where are Rydia
and Edward?

Reunite with Tellah.



This is my true form.

Milon Z.

Tellah 241/ 390
Palom 134/ 197
Cecil 241/ 409
Porom 151/ 195

Vanquish the demon Milon.

Cecil confronts his dark side.

Cecil:I'm getting sleepy.

MYSIDIA

Considering Cecil's past follies here, you should be extremely careful to whom you speak. Some of the residents still hold a grudge, and they will turn Cecil into a pig or a toad! If this happens, speak to the same person again. He or she will cast the spell again, removing the effects.

The Inn is too expensive and the people are unfriendly, so proceed directly north to the massive House of Prayer.

A Holy Quest

Inside the House of Prayer, ask the elder for forgiveness. It's not that simple, and Cecil must now renounce the dark sword to become a paladin. Accompanying the dark knight will be two apprentice mages, the white mage Porom and her brother, the black mage Palom. Together, you must brave Mt. Ordeals and acquire the holy sword.

Preparations

Although Porom and Palom come with their own equipment, you should purchase better items for the trek up Mt. Ordeals. The Armor Shop sells all the protection you need; in addition, you should purchase the Paladin gear even though you can't equip it at the moment. The Weapon Shop sells rods for the twins, but you might want to equip them with Crossbows and Holy arrows for this trip. The Item Shop has a selection of stuff that will come in handy, so stock up.

The Inexperienced Mages

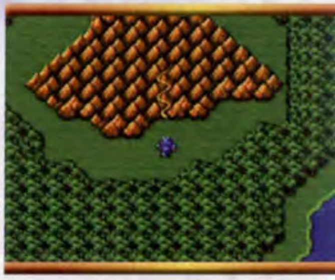
Palom and Porom need to gain a few levels and learn a few more spells before they're ready for Mt. Ordeals. Earn the Gil needed to buy the new equipment while gaining EXP through random battles on the outskirts of Mysidia.

OUTSKIRTS OF MYSIDIA

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Zuu	941	32	0	Rare enemy. Attack with projectiles.	Projec	489	432

The journey to Mt. Ordeals is incredibly long and tiring. Follow the winding land path to the southeast, until you spot a mountain surrounded by forests. A Chocobo Forest is south of Mt. Ordeals, in case you need to lighten your inventory or restore MP. If your party members are low on HP, use Cure spells to heal them, then talk to the white chocobo to restore your MP. Save your game before entering Mt. Ordeals.



MT. ORDEALS

Items Found

Potion (2)

Etherl (2)

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Ghoul	222	32	3	Dark attacks ineffective.	Holy, Fire	179	505
Lilith	466	46	3	Uses status attack Slap.	Fire	262	2703
Red Bone	210	34	3	Undead monster.	Holy, Fire	169	315
Revenant	250	36	1	Undead monster.	Holy, Fire	186	575
Soul	200	28	3	Aggregate of souls, casts Fire1.	Holy	165	460

SUGGESTED LEVELS

CECIL	PALOM
22	12
POROM	
12	

Proceed up Mt. Ordeals until the party encounters the sage Tellah again. Tellah will rejoin the party. Palom, Porom, and Tellah should be in the back row, with Cecil out front.

Cecil's dark swords will be completely ineffective against many of the monsters on Mt. Ordeals. The twins can pick up the slack by attacking these creatures with Crossbows and Holy arrows.

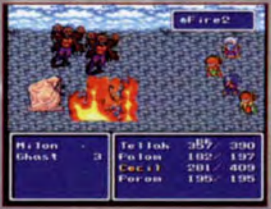
The Demon of Earth

Continue ascending Mt. Ordeals, up to the Summit. Use the save point to rest in a Tent and record your game. At the top of the bridge waits one of Golbez's evil minions.

BOSS: MILON, 4 GHASTS

MILON	**HP:** 3500	**EXP:** 3200	**Gil:** 2000	**ATK:** 19	**DEF:** 1	**Weak Vs.:** Fire
4 GHASTS	**HP:** 200 each	**EXP:** 50 each	**Gil:** 100	**ATK:** 42	**DEF:** 1	**Weak Vs.:** Holy, Fire

Eliminate the Ghasts immediately, since they do more harm than Milon. Each turn, have Tellah and Palom cast Fire spells in succession to wipe out each Ghast. Cecil should attack Milon with his Death sword each turn, while Porom casts Cure repeatedly. After wiping out the Ghasts, focus Fire1 and Fire2 spells on Milon while Cecil continues his physical attacks. Milon will counterattack with Bolt spells after taking any kind of damage, so have Porom heal the party as needed.



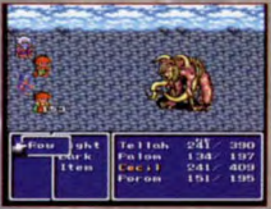
Fire2
Milon
Tellah 241/ 390
Palom 134/ 197
Cecil 241/ 409
Porom 151/ 195

After the battle, do not proceed! Instead, return to the save point, use a Tent and save, then return. Milon's second form will attack you from behind on the other side of the bridge.

BOSS: MILON Z.

HP: 3523	**EXP:** 3600	**Gil:** 2500	**ATK:** 46	**DEF:** 1	**Weak Vs.:** Projectile, Holy, Fire

Since Milon Z. attacks from the rear, your first character should use his or her turn to switch rows to protect the mages. Tellah and Palom should cast Fire spells on the demon every round. If Palom does not have Fire2, then use the Twin command and have Tellah heal your party. Milon Z. uses poison attacks, so you should cast Cure spells often. If Tellah has Esuna, cast it each time poison is inflicted.



Milon Z.
Tellah 247/ 390
Palom 134/ 197
Cecil 181/ 409
Porom 154/ 195

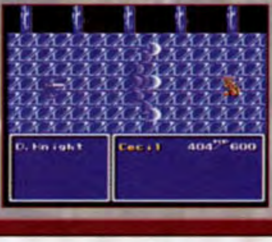
Tomb of the Paladin

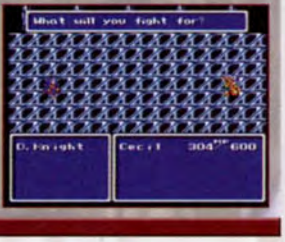
Return to the save point and use a Tent yet again before entering the tomb at the top of Mt. Ordeals. Inside, Cecil becomes a paladin equipped with the Legend sword. However, before he can leave, Cecil must pass a tricky test.

BOSS: DARK KNIGHT

HP	EXP	Gil	ATK	DEF	Weak Vs.
???	0	0	???	???	None

This battle is story-driven. The true nature of a paladin is not about aggression, a lesson that Cecil is expected to understand by now. Do not attack the Dark Knight or use any items. Instead, do nothing or select the Parry command every round. If you attack the Dark Knight continuously, it will eventually kill you and end the game. However, after the Dark Knight inflicts roughly 300 HP damage without Cecil retaliating, the battle will abruptly end.




What will you fight for?

Finally a Paladin

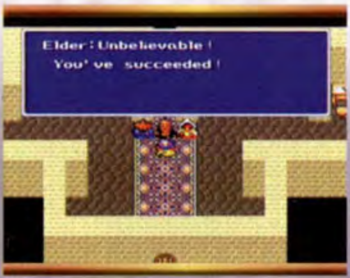
Cecil's quest for redemption is complete, and he's now a Level 1 paladin with 600 HP and the ability to use white magic. If you have the Paladin armor, he should be able to get off the mountain with little trouble. Leveling up Cecil at Mt. Ordeals is great, because he will gain about five levels after each of the first few random battles.

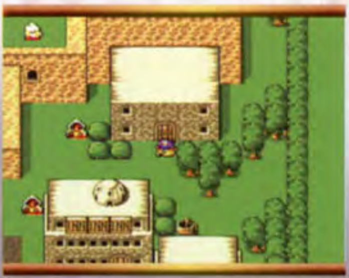
Luckily, Tellah has remembered all of his magic spells and proves to be a much greater asset to the party. After equipping Cecil with the Paladin armor, take the opportunity to do some leveling up at Mt. Ordeals.

Acceptance in Mysidia

Exit Mt. Ordeals and move south into the Chocobo Forest. Ride a chocobo back to Mysidia, for an easier return trip. Speak to the elder at the House of Prayer once more, to confirm that Cecil is now officially one of the good guys. Palom and Porom will remain with the party as you return to Baron.

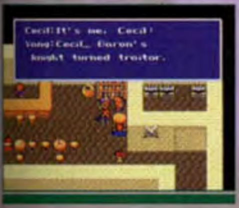
Exit the House of Prayer and enter the building just above the Inn in Mysidia. This is the entrance of the Devil's Road, and it has been unsealed for you to use. Cecil and the mages warp back to the Devil's Road entrance in Baron.


Elder: Unbelievable!
You've succeeded!

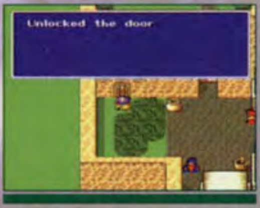


RETURN TO BARON

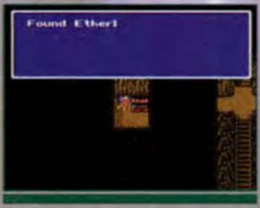
MAIN OBJECTIVES:


Cecil: It's me, Cecil!
Yang: Cecil... Baron's
knight turned traitor.

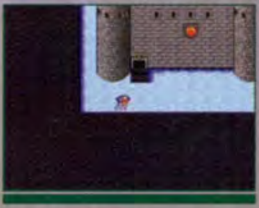
Save Yang from mind control.


Unlocked the door

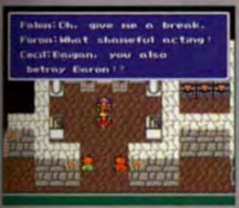
Unlock the Waterway entrance.


Found Ether1

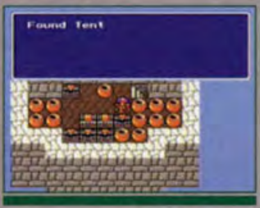
Find secret passages in the Waterways of Baron.



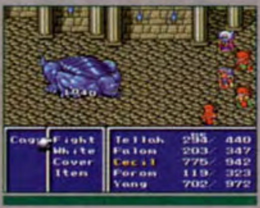
Enter Castle Baron through the moat.


Palom: Oh, give me a break.
Porom: What shameful acting!
Cecil: Baigan, you also
betray Baron!?

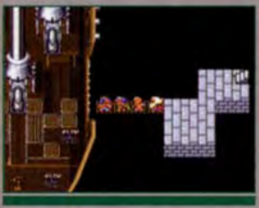
Uncover Baigan's deception.


Found Tent

Find Baron's national treasures.



Reveal and defeat Cagnazzo.



Board the Enterprise.

TOWN OF BARON

At the Inn. Yang is in the pub. He's under mind control, and attacks the party.

SUGGESTED LEVELS

CECIL	PALOM
12	17
POROM	**TELLAH**
17	22

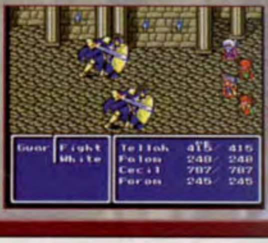
Items Found

BaronKey
1000 Gil

BOSS: 2 GUARDS

HP: 280 each	EXP: 0	Gil: 0	ATK: 40	DEF: 3	Weak Vs.: None

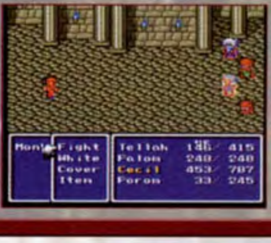
Have Tellah use a powerful spell such as Fire3, Bolt3, or Bio to eliminate the Guards quickly. They are capable of inflicting Pig or Mini status, so don't give them the opportunity.



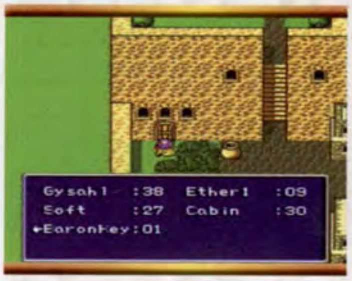
BOSS: YANG

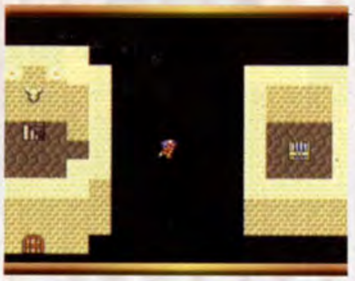
HP: ???	EXP: 0	Gil: 0	ATK: ???	DEF: ???	Weak Vs.: None

You should be familiar with Yang's Kick attack, which does a heavy amount of damage. Porom and Tellah should cast Cure2 or Cure3 on the whole party often to keep characters from dying. Attack with Cecil and cast Palom's more powerful spells in the meantime, and the battle should come to a quick conclusion.



Monk
Tellah 0/ 415
Palom 29/ 248
Cecil 224/ 787
Porom 0/ 245





Entering Baron

Yang regains his memory and rejoins the party. Everyone gets to rest free of charge at the Inn. Afterward, the monk produces a perk gained by temporarily serving evil, the **BaronKey**. With it, you can unlock the town's Weapons/Armor Shop. This is fortunate, because Yang somehow lost his equipment during his time away from the party. After you purchase replacements, move to the locked door on the far left side of the town. From the pop-up item window, use the BaronKey to gain access to the Waterways. Just inside, search for a hidden passage that leads to a chest containing **1000 Gil**.

WATERWAYS OF BARON

Items Found

HiPotion
Ether1 (2)
ThorRage
HrGlass1
Silk Web
Hermes
Ancient (sword)

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
AquaWorm	638	42	0	Confuse to prevent Wave attacks.	Bolt	219	690
Crocdile	292	38	2	Reptilian monster.	Ice	218	660
ElecFish	284	40	2	Absorbs bolt attacks.	Projec	214	640
FangShel	380	42	2	Yields lots of EXP.	Bolt	262	1030
Guard	280	40	3	Casts Piggy and Mini.	None	230	710
Hydra	257	44	2	The Entangle attack stops movement.	Bolt	209	670
Piranha	180	31	3	Bolt spells are effective.	Bolt	145	430

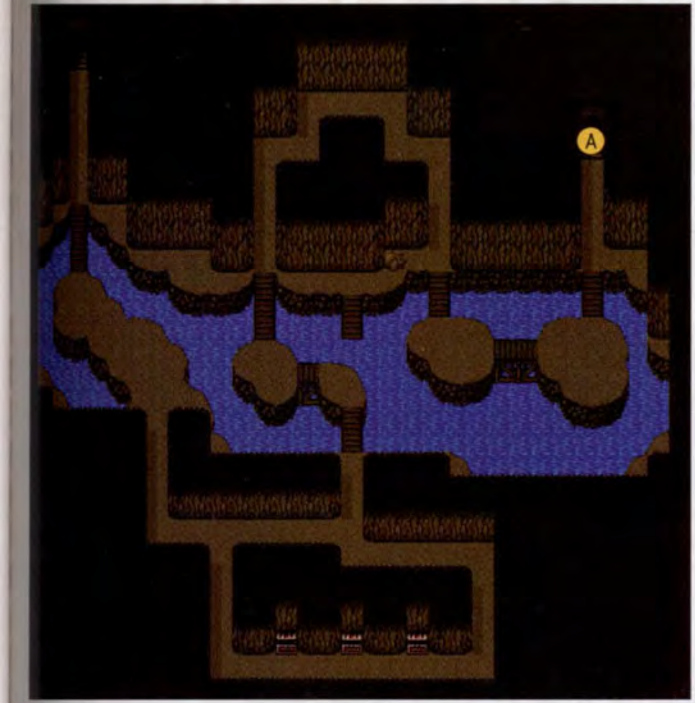
SUGGESTED LEVELS

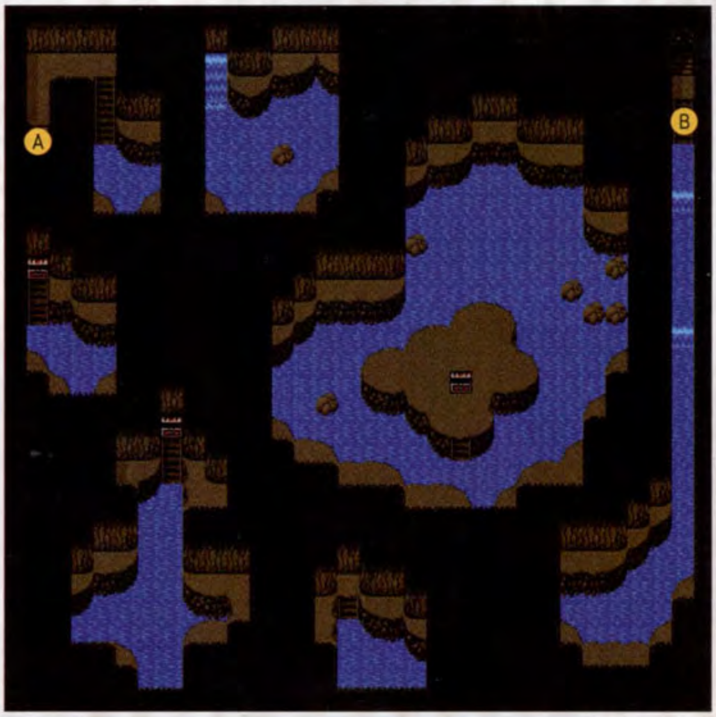
CECIL	PALOM
13	17
POROM	**TELLAH**
17	22
YANG	
18	

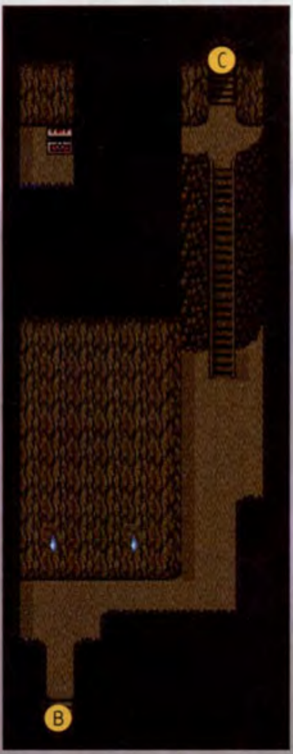
Defeating some of the monsters in the Waterways may be difficult if your characters' levels are below the recommended levels. In that case, you may need to fight several monsters until your characters reach a sufficient level. You can always return to the Baron Inn and rest up for a mere 50 Gil.

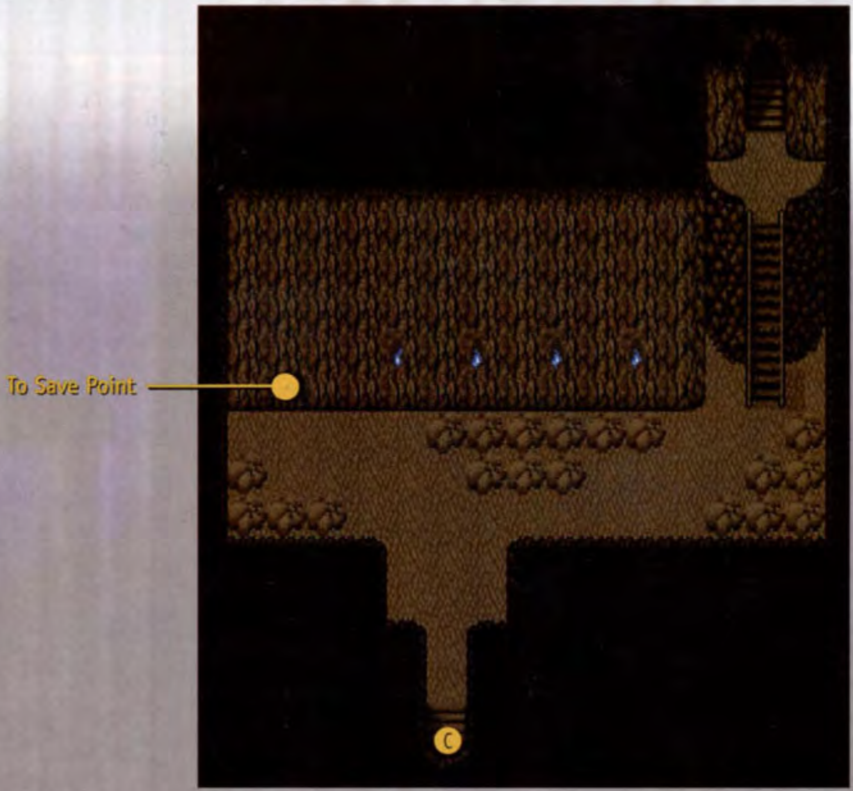
B4F

Move south in the first chamber and collect the items in the three chests. Then cross the islets to the next area.









B3F

Climb into the water and head south into a hidden passage, which leads to an **HrGlass1**. Navigate the connecting series of secret paths to collect the items and reach the large central chamber. There are hidden paths at the bottom of the large area, and near the rocks off to the right that lead to the exit.

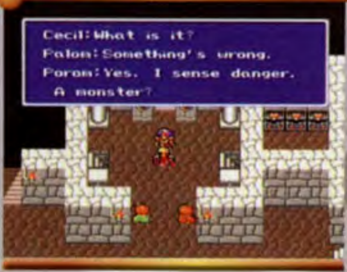
B2F

Ascend the long stairs, then move left through a secret passage to reach the **Ether1** in the chest.

Found Ancient

B1F

Enter the left door to find a save point. A secret passage from the save chamber leads to a chest containing Cecil's **Ancient** sword. Be sure to save before exiting the Waterways.



Cecil: What is it?
Palom: Something's wrong.
Porom: Yes. I sense danger.
A monster?

CASTLE BARON

Follow the moat counter-clockwise to an entrance into the castle's courtyard. If necessary, return to Cecil's room in the west tower and rest in his old bed. As you venture back toward the Throne Room area, you'll encounter the king's advisor Baigan outside the royal chamber. However, as you move north to see the king, Palom and Porom notice something evil about Baigan.

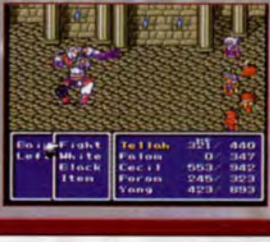
Items Found

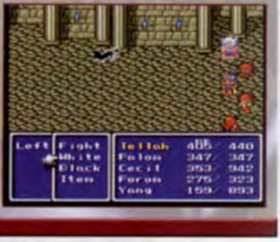
Unihorn (2)
Etherl (4)
Life (2)
Bacchus (2)
Hermes (2)
HiPotion (2)
Tent (2)
Elixir

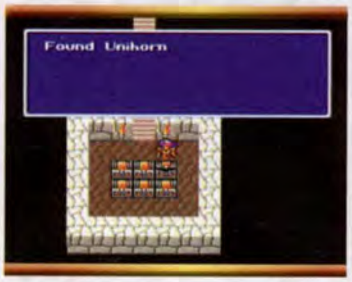
BOSS: BAIGAN, RIGHT ARM, LEFT ARM

WEEPER	**HP:** 4444	**EXP:** 4000	**Gil:** 3000	**ATK:** 58	**DEF:** 1	**Weak Vs.:** None
IMP CAPTAIN	**HP:** 444	**EXP:** 10	**Gil:** 0	**ATK:** 58	**DEF:** 2	**Weak Vs.:** None
WATER HAG	**HP:** 444	**EXP:** 10	**Gil:** 0	**ATK:** 58	**DEF:** 2	**Weak Vs.:** None

Focus on attacking the body, and Baigan isn't such a difficult enemy. The arms can be killed off first (they do the most damage), but the body will simply rebuild them in a few rounds. With the body gone, the arms will not regenerate. Have Tellah cast an extremely strong spell on Baigan's body, and it will cast Wall on itself. To counteract this, Tellah can cast Wall on one of the other party members. Then Tellah and Palom can cast attack spells on this ally, which will reflect and damage some part of Baigan.







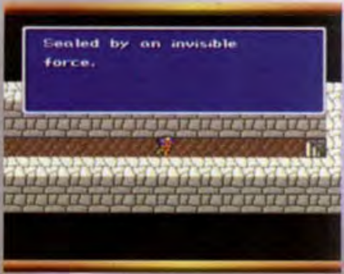
Found Unihorn

Nap Time and the Royal Treasures

Before entering the Throne Room, return to Cecil's room and rest. An even more difficult boss fight lies ahead. You can also access the east side of the castle, where the royal treasures lie.

Along the corridor on the east side of the castle, press the wall switch to open the secret passage. Travel across the invisible corridor and head downstairs to a room containing two **Unihorns**, two **Etherls**, and two **Lifes**.

In the northeast tower, the party will find two **Bacchus** and two **Hermes** on the first floor. An **Elixir** and a passage sealed by an impenetrable force are in the basement. On 2F, the pots are empty but the chests contain two **HiPotions**. The third floor holds many plundered chests, but there are still two **Tents** and an **Etherl** for the taking. One of the pots contains another **Etherl**. After collecting these treasures and resting, enter the Throne Room to confront King Baron.

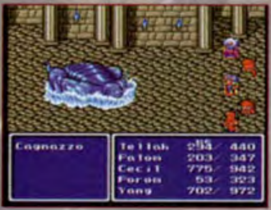


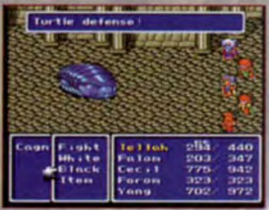
Sealed by an invisible force.

BOSS: CAGNAZZO

HP: 5312	**EXP:** 5500	**Gil:** 4000	**ATK:** 44	**DEF:** 2	**Weak Vs.:** Bolt

Equip Yang with BoltClaws and use his "Power" ability throughout the battle to deliver devastating blows. Tellah and Palom should cast Bolt2 or Bolt3 each turn. Not only do these spells do the most damage, but they will also prevent Cagnazzo from unleashing his Wave attack. Note that when Cagnazzo is surrounded by his water barrier in preparation for the Wave attack, Bolt attacks and spells will do even more damage. Meanwhile, Porom should cast Cure spells often, while Cecil alternates between attacking and healing. When the demon retracts into his shell ("Turtle defense!"), it reduces the effectiveness of all attacks. Use this opportunity to heal, replenish MP, or Parry until Cagnazzo comes back out to play.



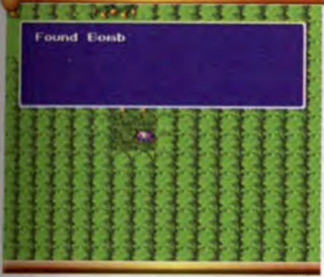


Turtle defense!

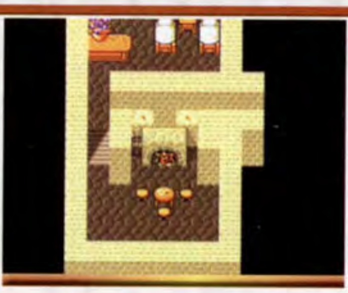
Airships and Sacrifice

Following the battle, the engineer Cid reunites with Cecil, but Palom and Porom will be leaving the party.

Cid joins the party and takes everyone to the Enterprise, hidden in a secret hangar. Now that you have an airship at your disposal, there are a few advantageous places to visit before proceeding to Troia.



Found Bomb

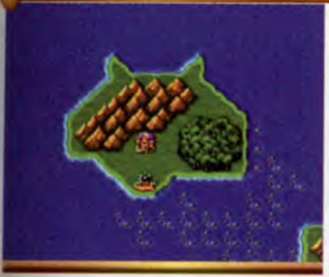


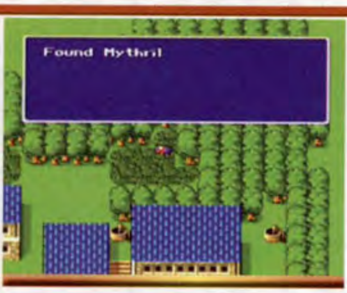
VILLAGE OF MIST

Search in the grassy areas for three **Bombs**. In one of the buildings, you can enter a large fireplace and walk through a secret passage to the right, where you'll find a valuable **Tiara**, **Prisoner** clothes, and a **RubyRing**. A hidden space in the right wall turns into another secret passage that heads to the south, where a chest contains a **Change** rod.

Items Found

Bomb (3)
Tiara
Prisoner (clothes)
RubyRing
Change (rod)





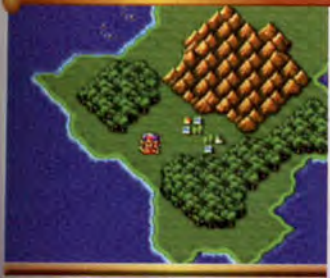
Found Mythril

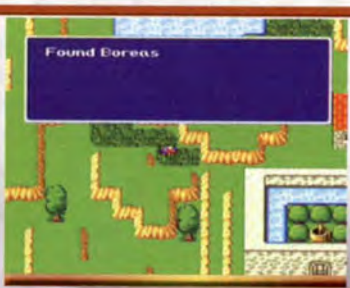
MYTHRIL VILLAGE

Position the Enterprise directly over Fabul, then fly straight south until you spot a land mass shaped like a fox's head. The town on this island is one of the most expensive in the game, since the Inn costs 500 Gil and the mythril items have hefty price tags. Search in the grassy areas around town to find **5000 Gil**, a **Mythril** dagger, and a **Mythril** staff. That should help a little bit.

Items Found

5000 Gil
Mythril (dagger)
Mythril (staff)





Found Boreas

AGART

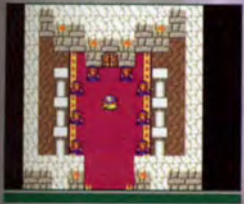
For players with less money at this point, you may find the shopping in the village of Agart to be more agreeable. Position the Enterprise over Baron, then head directly south until you reach an island with a few forests and a town located near a large mountain range. The residents here are all descended from dwarves. The shops carry affordable weapons and armor made of iron, and the Inn is cheap. The Item Shop is located inside the Inn, and the locals will all give clues about an "underworld" that might be accessible from somewhere in this vicinity. Search the grassy area northwest of the sacred well for a **Boreas**. In the Agart Observatory, you can look through the telescope at the moon.

Items Found

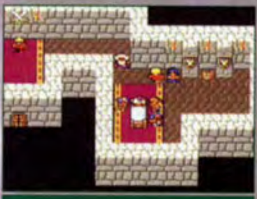
Boreas

TROIA'S STOLEN CRYSTAL

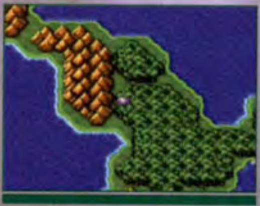
MAIN OBJECTIVES:



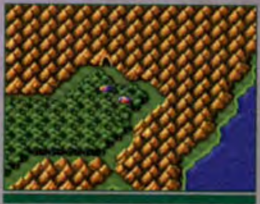
Confer with the eight clerics of Troia.



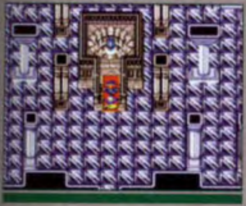
Find Edward resting.



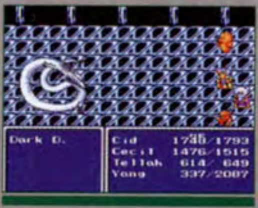
Journey due north of Troia.



Ride a black chocobo to the Magnetic Cavern.

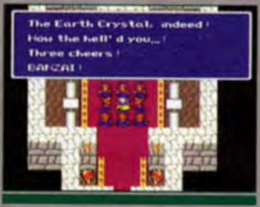


Confront the Dark Elf.



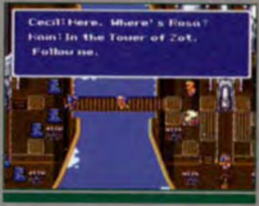
```
Dark D.      Cid     1785/1793
             Cecil   1476/1515
             Tellah   614/ 649
             Yang     337/2007
```

Smite the Dark Dragon.



The Earth Crystal, indeed!
How the hell'd you...!
Three cheers!
BANZAI!

Return the Earth Crystal to Troia.



Cecil:Here. Where's Rosa?
Kain:In the Tower of Zot.
Follow me.

Prepare to save Rosa.

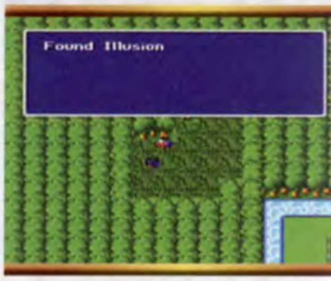
TROIA

The Troian kingdom lies buried in a vast forest on the west continent. The castle and town are located near the mountains amidst the trees there. Landing near the castle is a bit tricky, as there is only a tiny spot of green grass to allow a safe landing.

Much like Baron, there is a town outside of the castle, where the citizens live. Explore here first for items and information. Notice that the shops here sell non-metallic items. This is for good reason, which is explained later.

Items Found

- *1000 Gil*
- *Ether1*
- *Ether2*
- *Illusion*



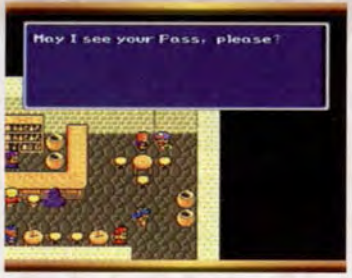
Found Illusion

Where Are the Items?

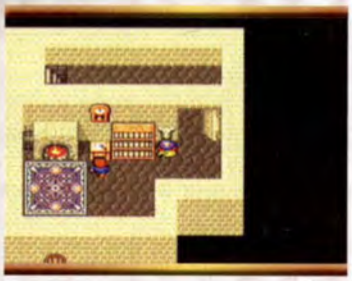
To find the hidden items, climb into the pool and wade past the swimmers into the moat. Follow the moat to the pool at the top, where Namingway is practicing his backstroke. Climb out of the pool onto the small green area, and head through the secret path to the left. Find all the items listed above in the small grassy section.

Entertainment in Troia

The Pub lies just above the Item Shop. A man near an obvious secret door at the top asks to see your Pass. If you're curious about this, speak to the woman dressed in red and yellow near the entrance to buy the Pass for 10000 Gil. This allows you into the Court of Kings whenever you like, where dancers will make you a part of their act.



May I see your Pass, please?



Black Chocobo Farm

In the top right corner of Troia is the Black Chocobo Farm. Inside, examine the skull to open the secret door, and descend the stairs. Speak to the people below about black chocobos, and for clues about the Chocobo Village to the north.

TROIA CASTLE

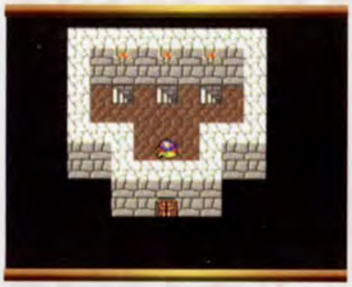
Enter the castle and continue heading north until you reach the chamber outside the Crystal Room, where the eight clerics of Troia preside. Speak to all eight of them to find out what happened to the Earth Crystal.

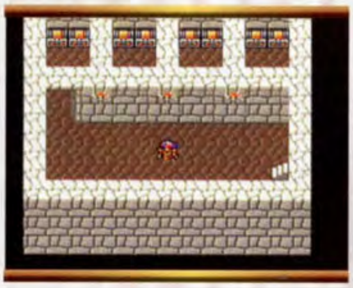
Items Found

- *TwinHarp*
- *Bacchus*
- *Tent (2)*
- *HiPotion (2)*
- *Ether1 (2)*
- *RubyRing (2)*

The Lost Ally

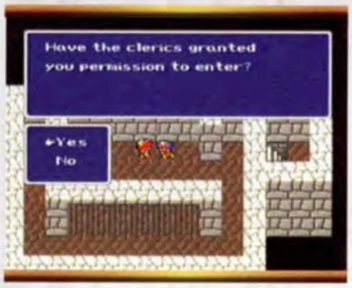
Return to the foyer outside the clerics' chamber, and go through the left door. Move to the top left tower. Inside is the lost Edward, resting in bed. The prince of Damcyan is wounded and sick, but gives Cecil the **TwinHarp**. This is an important item needed to complete your next quest.





Troia's Treasures

Like other castles, Troia has a bevy of treasures to aid your quest against evil. However, until you return with the Earth Crystal, only half of them are available for the taking. From the foyer, proceed through the eastern door, and head to the northeast tower. Inside, go down the center of the three sets of stairs and search the lower right pots fo a **Bacchus**. Return to the top and descend the right stairs. Step on the center floor switch and go into the left chamber. As you exit, the next secret door will open automatically. As you collect the items, secret doors will keep opening until you get to the end.



Have the clerics granted you permission to enter?

▸Yes
No

In the lower left chamber, a person asks if you have permission to take the treasures. You don't yet have clearance, and don't bother lying, either. Just return to this room after defeating the Dark Elf.

OUTSKIRTS OF TROIA

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Cannibal	440	24	2	Plant monster that disperses pollen.	Fire	210	650
Panther	342	50	2	KO's with Bluster counterattack.	Holy	252	820
Python	108	46	0	Uses special attack Entangle.	Holy, Ice	222	700
StingRat	398	40	3	Uses Needle when attacked.	None	220	700
Treant	335	52	1	Plant monster that casts Stop.	Fire	148	687

To reach the Dark Elf's lair, start by walking north through the forests to the Chocobo Village. From there, fly a black chocobo to the northeast sland and land in the forest outside the Magnetic Cavern.

Before The Journey

n preparation, buy non-metallic armor and weapons for all your characters in Troia, if you sold your previous items. If you left them with the Fat Chocobo, you can retrieve them at the Chocobo Village. Purchase lenty of Holy arrows and other types of projectiles, and acquire another Wooden hammer for Cid if you old his old one.

First Strike
Panther
StingRat 3
Cid 404/ 788
Tellah 380/ 440
Cecil 910/ 994
Yang 960/ 972

Hunting

Vander around the forests of Troia, fighting monsters and gaining EXP until your characters are at the suggested levels for the Magnetic Cavern. To regain HP and MP, cast Cure spells and talk to the white chocobo n Chocobo Village.

Black chocobo, giddyup!

CHOCOBO VILLAGE

In the square space to the left of the entrance, Fat Chocobo can be summoned with a Gysahl. There are also black chocobos in the area. Chase one down and ride it out of the village. On the world map, fly due east of the Chocobo Village to a nearby island covered by mountains and forest. Land the black chocobo in the forests near the cave entrance. Save your game and use a Tent if necessary before entering.

Items Found

Gysahl

MAGNETIC CAVERN

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Cave Bat	334	42	3	Normal bats that drain life.	Projec. Holy	151	598
CaveNaga	285	40	3	Casts Slow.	Holy	201	800
Mage	300	44	3	Uses special attack Blast.	None	232	1000
Ogre	865	60	2	Giants with high attack power.	Holy	240	800
VampGirl	270	38	2	Excels at using Vampire attack.	Fire, Holy	195	810

Items Found

HiPotion (2)
Unihorn
Ether1 (2)
2000 Gil
Silk Web
HrGlass1
Fairy (claw)
Exit
Earth Crystal

SUGGESTED LEVELS

CECIL	TELLAH
22	24
CID	**YANG**
22	22

As previously mentioned, remove all metallic armor and weapons from your characters before entering the Magnetic Cavern. Characters bearing metal items will be immobile and useless in battle. Equip them with items such as Leather armor, Feather hats, and RubyRings. Cecil should be equipped with a bow and Holy arrows, and Cid should bear his Wooden hammer again. Yang's claws are not affected by the cavern's properties, so equip him with the strongest ones available.

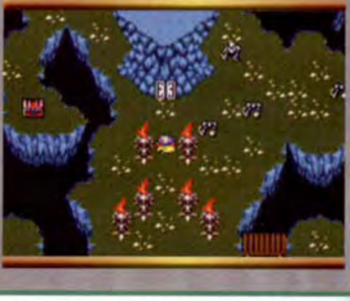
Vampire
VampGirl 1
Cave Bat 6
Cid 1663/1793
Cecil 1432/1515
Tellah 344/ 649
Yang 1977/1977

Enemy Encounters

When fighting Ogres, use Holy arrows and Yang's Power attack to defeat them more easily. Quickly blast Cave Bats and VampGirls with Tellah's Fire3 spell, to avoid HP drain in battle. Mages are impervious to level 1 elemental spells, so use high-powered spells and physical attacks against them.

Navigation

The Magnetic Cavern is a very straightforward area. Be sure to check behind all doors for useful items and save points. On B4F, when you reach the cluster of torches, first head across the platforms to the right and use the save point. The door in the column at the top of the area leads to the Crystal Room, where you'll encounter the Dark Elf.



BOSS: DARK ELF

HP: 23890
EXP: 1000
Gil: 4000
ATK: 18
DEF: 0
Weak Vs.: None

•Fire2
Dark Elf
Cid
Cecil 1076/1515
Tellah 443/ 649
Yang 1661/2087

The Dark Elf's ceaseless magic attacks decimate the party during the first half of the battle. This is a story-driven battle, so there is little to do. Then Edward plays a song to disrupt the magnetic field in the cave, enabling the use of metallic equipment and restoring the party to full health for the real battle. Take time to properly equip everyone with his strongest armor and weapons, then move to the Dark Elf and engage it.

Dark
Fight
White
Black
Item
Cid
Cecil 1476/1515
Tellah 614/ 649
Yang 337/2087

Whisper
Dark Elf
Cid
Cecil 1476/1515
Tellah 614/ 649
Yang 337/2087

During the second battle, cast Tellah's Wall spell on as many characters as possible. This way, the Dark Elf will cause itself some damage with its own magic spells. Use Yang's Power attack, while Cecil and Cid attack normally. Use DietFoods to cure Pig status. After its HP is gone, the Dark Elf transforms into the Dark Dragon and the battle continues.

BOSS: DARK DRAGON

HP: 3927
EXP: 6000
Gil: 5000
ATK: 94
DEF: 1
Weak Vs.: Holy

D.Breath
Dark D.
Cid
Cecil 1476/1515
Tellah 206/ 649
Yang 745/2087

Continue using your strongest attacks, but avoid black magic spells weaker than level 3 since the creature is highly resistant to them. Have Tellah heal everyone after the Dragon uses its Dark Breath attack. If you don't have a Mythril sword, equip Cecil with a bow and Holy arrows.

When the Smoke Clears

After the boss fight, grab the Earth Crystal and leave the cave. On the way out, the enemies can be defeated more easily since the magnetic field is gone. Yang can kill Ogres with one hit using the **Fairy** claw found in the cave. Use this opportunity to level up the characters for the events to come. Then hop back on the black chocobo, which will fly you directly back to its village. Walk or ride another chocobo back to Troia.

Kain: Bring the Crystal
and board your ship.
I'll take you to Rosa.

TROIA CASTLE

Return to the clerics and they will be amazed that you've returned with the crystal. However, Kain's voice cuts their celebration short. Talk to the clerics to get permission to take the castle's treasures. On the way out of the castle, stop by the treasure room in the northeast tower that was inaccessible previously. In the underground room are 18 chests containing all the items on the list. Then leave the castle and board the Enterprise. The crew is taken immediately to the Tower of Zot.

Items Found

HiPotion (2)
Remedy (2)
Ether1 (2)
Ether2 (2)
Elixir
EchoNote (2)
GreatBow
Fire (arrows) (2x10)
Bolt (arrows) (x10)
Ice (arrows) (2x10)
Ag Apple

TOWER OF ZOT

MAIN OBJECTIVES:

Found Flame

Find helpful weapons and items.

We the Magus sisters
welcome you. We serve
Valvalis, Devil of Wind.

Defeat the Magus sisters.

Rescue Rosa.

Val
Fight
Power
Kick
Bear
Item

Cid	2003/2003
Kain	1597/1597
Cecil	1584/1656
Rosa	1172/1172
Yang	1766/2196

Survive the assault of Valvalis.

TOWER OF ZOT BESTIARY

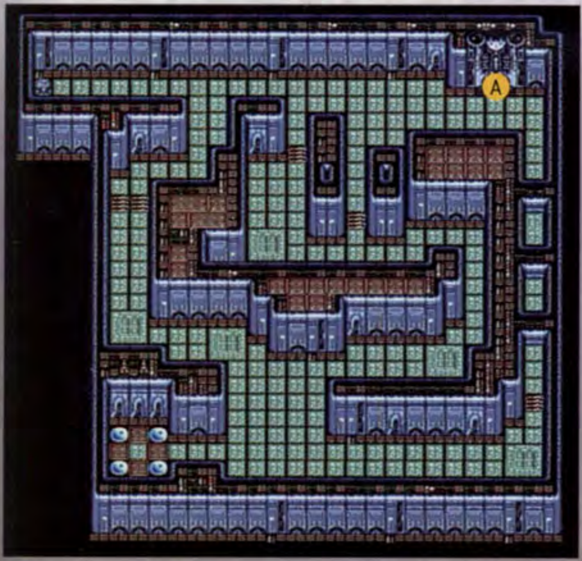
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Carapace	700	72	4	Absorbs fire.	Ice	224	920
Centaur	380	58	2	Part human and part horse.	None	172	860
EpeeGirl	425	60	3	Female epeeist, high attack power.	None	200	1050
Gremlin	410	56	3	Witch that casts Charm.	Fire	275	1221
IceBeast	520	64	3	Strong vs. ice. Uses Blizzard.	Fire	276	1441
Ice Liz	480	62	2	Uses Petrify. Strong vs. ice.	Fire	289	1331
Marion	473	56	3	Summons. Casts Death when confused.	None	195	1000
Puppet	256	56	3	Uses many types of magic.	Fire	180	800
Slime	105	52	254	Slimy enemy with high defense.	Fire	50	750
SwordMan	360	64	2	Uses Absorb and Curse.	Fire, Holy	175	840
Witch	350	50	2	High attack power.	None	329	1551

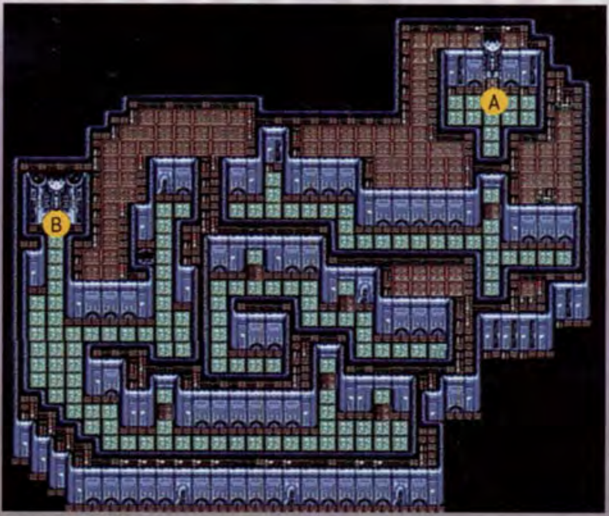
Items Found

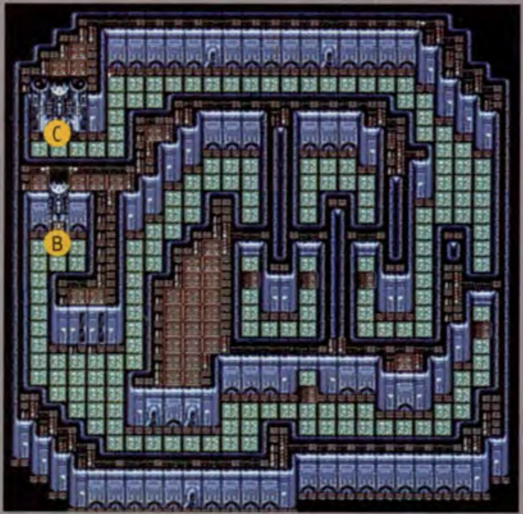
Flame (armor)
Flame (sword)
HellClaw
Flame (shield)
Gaia (hammer)
Wizard (robe)

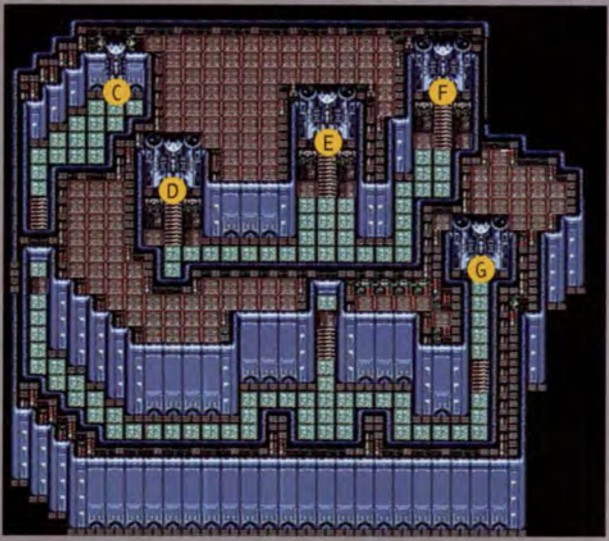
SUGGESTED LEVELS

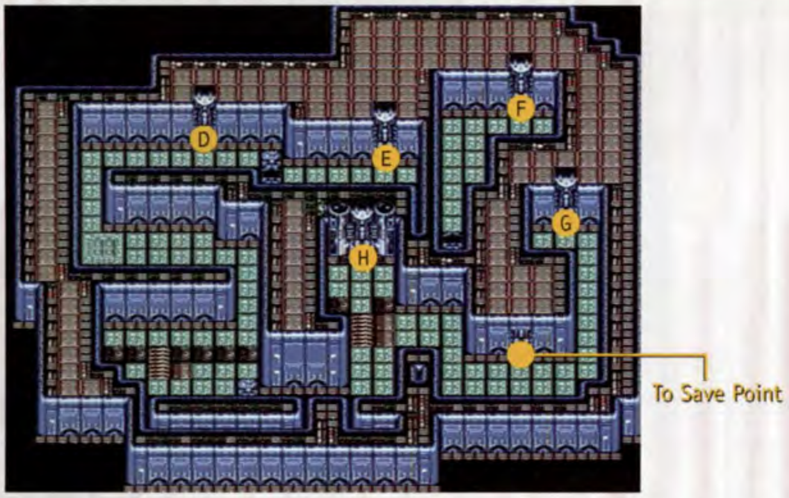
CECIL	TELLAH
30	27
CID	**YANG**
28	30

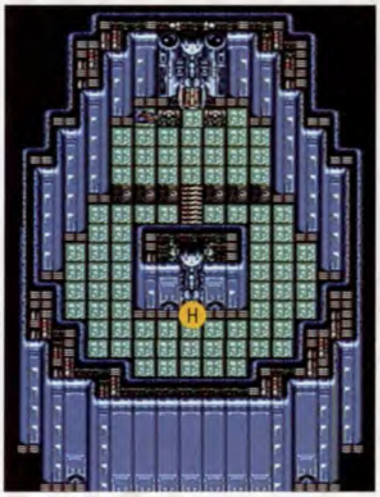









D
E
F
G
H
To Save Point



After communicating with Golbez, move directly upward to collect the **Flame** armor from the box in the top left corner of the map. There are relatively few items to get in the tower, but navigation is confusing so pause your game until you've thoroughly studied the maps. Prolonged travels will leave your party low in HP and MP, since random battles are so frequent.

Treasure Monsters

Close to the exit of 2F, divert momentarily into the right passage and open the box in there. A treasure monster appears. This is usually a particularly tough creature that must be defeated to win a prize. In this case, a FlameDog will appear, and you should use Ice spells to defeat it and win the **Flame** sword.

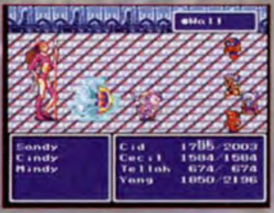
Careful Advancement

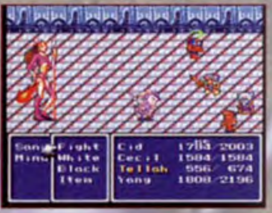
5F is sectioned off, so you must use several entrances from 4F to reach the different areas. Just be sure to collect all the items before reaching the boss fight location, because the items will be beneficial in your struggles. Enter the save room and use a Tent before taking on the bosses.

BOSS: MAGUS SISTERS

SANDY	**HP:** 2591	**EXP:** 2500	**Gil:** 3000	**ATK:** 30	**DEF:** 1	**Weak Vs.:** None
CINDY	**HP:** 4599	**EXP:** 2500	**Gil:** 3000	**ATK:** 36	**DEF:** 2	**Weak Vs.:** None
MINDY	**HP:** 2590	**EXP:** 2500	**Gil:** 3000	**ATK:** 30	**DEF:** 1	**Weak Vs.:** None

The middle sister, Cindy, heals and revives the other two, so focus on finishing her off first. Since she will have Wall cast on her almost immediately, use physical attacks and Yang's Power attack to defeat her. Afterward, use magic and regular attacks to kill the smaller sister, Mindy, who casts spells. Then it should be easy to finish off the tall one, Sandy.


Wall
Sandy
Cindy
Mindy
Cid 1785/2003
Cecil 1584/1584
Tellah 674/674
Yang 1850/2196


Sandy
Mindy
Fight
White
Black
Item
Cid 1785/2003
Cecil 1584/1584
Tellah 556/674
Yang 1808/2196

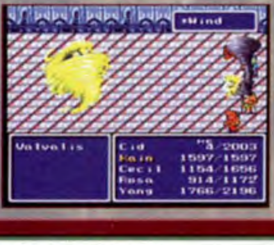
After the Sisters

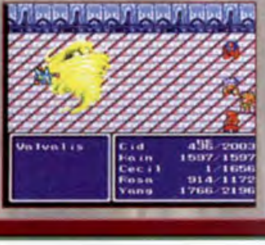
Do the party a big favor and return to the last save point. Use another Tent and save. ***Remove all the items from Tellah, don't leave him equipped with anything.*** Then enter the door previously guarded by the Magus sisters and move north to find Golbez and Kain. After Tellah fights Golbez, he leaves the party. Don't be too sad, as Kain and Rosa are great replacements. Rosa lost her armor, so equip her immediately with good armor, a bow, and arrows. As you start to exit the prison room, Valvalis attacks.

BOSS: VALVALIS

HP: 8636	**EXP:** 9000	**Gil:** 5500	**ATK:** 88	**DEF:** 0	**Weak Vs.:** None

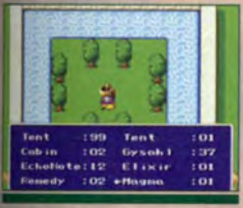
Valvalis will wrap herself in a tornado and do massive damage to each of your characters with her Wind attack. Use Rosa's strongest Cure and Life spells to keep the party going. While the tornado protects Valvalis, regular attacks are ineffective. Use Kain's Jump attack to bring her out of this state, and then hit her with Yang's Power attack while Cecil and Cid continue to strike with weapons. Try to destroy Valvalis before she wraps herself in another tornado, or it could spell your doom.


Wind
Valvalis
Cid 4/2003
Kain 1597/1597
Cecil 1154/1656
Rosa 914/1172
Yang 1766/2196


Valvalis
Cid 436/2003
Kain 1597/1597
Cecil 1/1656
Rosa 914/1172
Yang 1766/2196

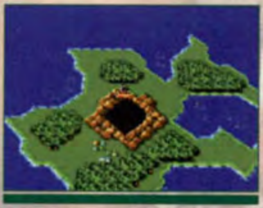
THE UNDERWORLD

MAIN OBJECTIVES:

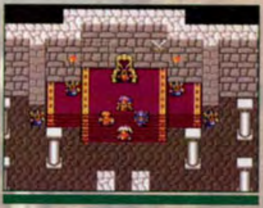


```
Tent      :99  Tent     :01
Cabin     :02  Gysahl   :37
EchoNote  :12  Elixir   :01
Remedy    :02 •Magma    :01
```

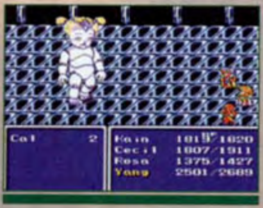
Drop the Magma into the bottomless well.



Fly the Enterprise into the crater.

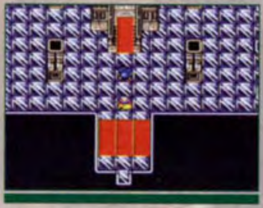


Meet the king of the dwarves.

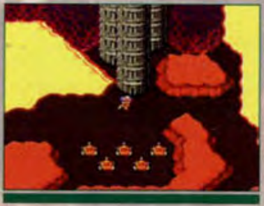


```
Cal      2   Kain    101[illegible]/1020
             Cecil   1807/1911
             Rosa    1375/1427
             Yang    2501/2689
```

Protect the dark crystal from Calbrina.



Confront Golbez.



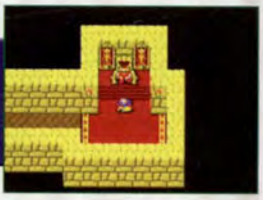
Follow the villain northwest to the Tower of Babil.

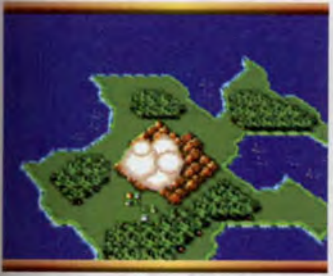
CASTLE BARON

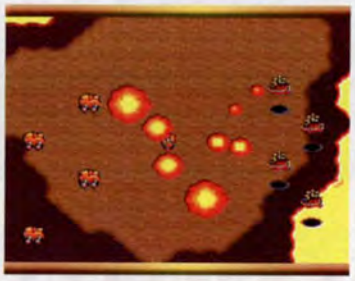
Rosa teleports the party out of the collapsing tower to the safety of Cecil's room in Castle Baron. After Kain informs the party about the crystals of darkness, he hands over the **Magma**.

TIP

Before leaving Baron, return to the basement of the northeast tower. You can now enter a new area formerly blocked by a magic barrier. Here, Cecil will encounter the ghost of King Baron, who instructs him to return after visiting the Land of Summons. Check the ***Secrets*** *section for more details.*







AGART

Fly directly south from Baron to the island where Agart lies. Enter the building that houses the bottomless well and drop the Magma into it. A massive crater appears in the mountains outside the village.

Board the Enterprise and position it directly over the crater. Press X to descend into the Underworld. After flying into the crossfire of a battle, the airship will land near the Dwarven Castle.

DWARVEN CASTLE

Proceed directly north through the castle to the throne room of King Giott. Cid leaves the party to commence repairs on the Enterprise. After Yang senses a presence in the Crystal Room behind the throne, the group moves in to confront the enemy.

SUGGESTED LEVELS

CECIL	ROSA
33	33
KAIN	**YANG**
35	34

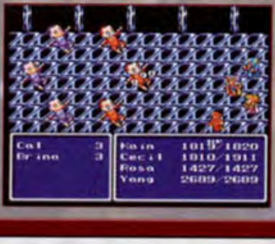
Items Found

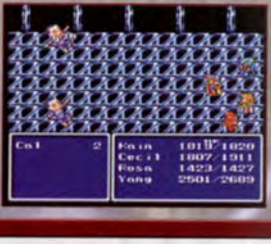
- *5000 Gil*
- *Dwarf (axe)*
- *Bacchus (2)*
- *Elixir (2)*
- *Ether1 (2)*
- *HrGlass2*
- *Strength (glove)*
- *HiPotion*
- *BlkBelt*
- *Gysahl (3)*
- *Cabin (3)*

BOSS: 3 CAL, 3 BRINA

CAL	**HP:** 1369 each	**EXP:** 1000 each	**Gil:** 500 each	**ATK:** 54	**DEF:** 1	**Weak Vs.:** None
BRINA	**HP:** 369 each	**EXP:** 1000 each	**Gil:** 500 each	**ATK:** 54	**DEF:** 1	**Weak Vs.:** None

The red Brinas in the front row are extremely easy to take out, so let Cecil and Rosa handle them while Kain and Yang tackle the blue Cals in the back. Use Kain's Jump and Yang's Power attacks. The idea of this battle is to take out as many of the smaller dolls as possible before they unite into Calbrina, so that the total amount of EXP and Gil gained at the end of both battles is greater.

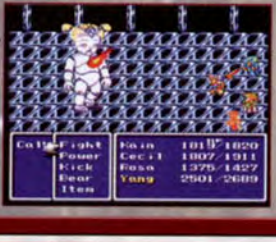

Cal 3
Brina 3
Kain 1819/1820
Cecil 1810/1911
Rosa 1427/1427
Yang 2689/2689

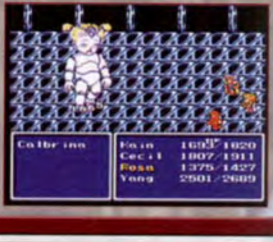

Cal 2
Kain 1819/1820
Cecil 1807/1911
Rosa 1423/1427
Yang 2501/2689

BOSS: CALBRINA

HP: 5315	**EXP:** 12000	**Gil:** 5000	**ATK:** 106	**DEF:** 2	**Weak Vs.:** None

Use Rosa's Aim ability to pelt this thing with arrows. Yang and Kain should continue to Power attack and Jump, respectively. If you're at the suggested levels for this part of the game, you shouldn't have much trouble defeating the big baby doll.

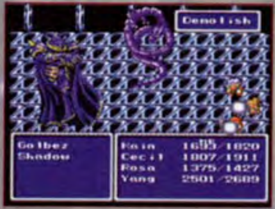

Fight
Power
Kick
Bear
Item
Kain 1819/1820
Cecil 1807/1911
Rosa 1375/1427
Yang 2501/2689

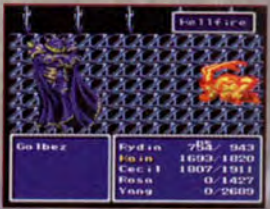

Calbrina
Kain 1693/1820
Cecil 1807/1911
Rosa 1375/1427
Yang 2501/2689

BOSS: GOLBEZ, SHADOW

GOLBEZ	**HP:** ???	**EXP:** 15000 (both)	**Gil:** 11000 (both)	**ATK:** 86	**DEF:** 0	**Weak Vs.:** Holy, Fire
SHADOW	**HP:** ???	**EXP:** 15000 (both)	**Gil:** 11000 (both)	**ATK:** 86	**DEF:** 4	**Weak Vs.:** None

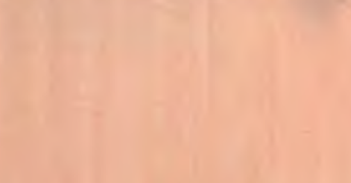
As part of the story, Golbez will cast Hold Gas, which immobilizes the visible party. If you're lucky, Kain will be in mid-Jump when Golbez does this, so that he stays active. In the meantime, Golbez summons Shadow. This creature can employ the special attack "Demolish" three times in a row, KO'ing your characters. When Shadow is just about to finish off Cecil, an older Rydia rejoins the party. Immediately open Rydia's Call menu. She learned a lot of new summons while she was gone! Call Titan to do massive damage. Cecil's attacks will also inflict a lot of pain for the rest of the battle, and Golbez should be finished in no time.

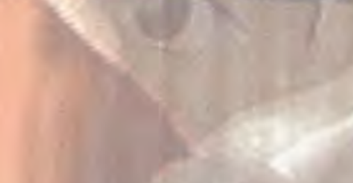

Demolish
Golbez
Shadow
Kain 1693/1820
Cecil 1807/1911
Rosa 1375/1427
Yang 2501/2689


Hellfire
Golbez
Rydia 754/ 943
Kain 1693/1820
Cecil 1807/1911
Rosa 0/1427
Yang 0/2689

The Creeping Hand

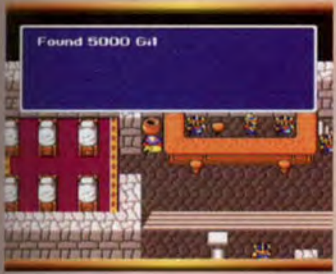
Golbez's hand manages to survive the battle, and the crystal is stolen. After Cecil and crew apologize to the king, he asks the party to infiltrate the Tower of Babil and steal back the seven crystals. The dwarven tank army will create a diversion so you can sneak inside.



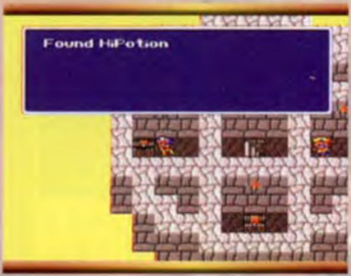

Found Strength

Tour the Dwarf Castle

In the hall below the throne room, there are stairs on the left and the right. The east stairs lead to the Weapon and Armor Shops. Walk directly between the two counters to reach an area called the Rally-ho Pub. Read more about this area in the **Secrets** section. The stairs on the right side of the room lead up into the East Tower. Find a **Dwarf** axe on the third floor. On 4F, find a secret passage to reach the pots near the bottom. Search them to find a **Bacchus**, and head up to 5F. Navigate the hidden passages through the brick walls to open the chests, to collect a **Strength** glove, an **Elixir**, an **Ether1**, and an **HrGlass2**.

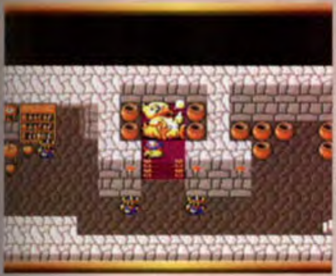


Found 5000 Gil



Found HiPotion

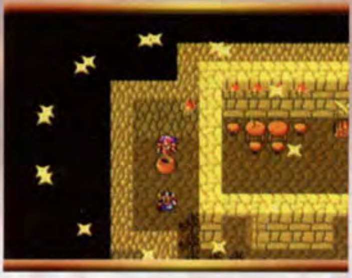
Return to the hall outside the throne room. The left stairs on this floor lead to the Item Shop and the Inn. Resting here costs a whopping 600 Gil! Don't waste the money here, because you'll soon find a way to recharge for free. Search the pot to the left of the counter to find 5000 Gil, and head upstairs into the West Tower. On 4F, there is a secret passage on the right that leads you to the lower right pot. Search it for another Bacchus. Navigate the hidden passages on 5F to reach an **Elixir**, a **HiPotion**, a **BlkBelt**, and an **Ether1** near Namingway's position.



Return to 2F where the Inn is located, and move left to the stairs. On B1F, move past the Infirmary. Speak to the first guard, and he will open a secret passage for you. First, move to the right and search the pots for three **Gysahls**. Now ascend the carpeted stairs, where you can summon Fat Chocobo. Clear as many items as needed out of your inventory, then enter the secret passage.

The Dwarven Base

Move through the caverns under the castle, and don't miss the three **Cabins** in the chests at the end of the right passage. Move down into the Dwarven Base, where preparations for the assault on the Tower of Babil are underway. Pass through the bottom doors and drink from the Water of Life on the far left to restore HP and MP.

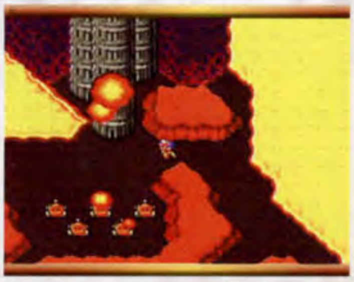


UNDERWORLD BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Armadilo	325	58	4	Use magic and attacks to defeat.	None	194	1555
BlackLiz	792	64	4	Evil lizard that uses Petrify.	Ice	43	1298
Centpede	655	76	5	Casts GaiaRage when attacked.	None	342	2714
Dark Imp	199	56	0	Weakest enemy in Underworld.	None	45	1930
GlomWing	1580	100	4	Uses special attack Powder.	Projec	510	2837
Gorgon	2550	134	4	Special attack Glare petrifies.	None	240	3003
RockMoth	900	74	14	Uses special attack Powder.	Projec	312	3114
RocLarva	986	72	3	Absorbs MP with Psych.	None	39	2822
Tortoise	435	70	3	Use ice attacks to defeat it.	Ice	234	1666
TrapRose	370	62	2	Uses special attack Pollen.	Fire	32	1204

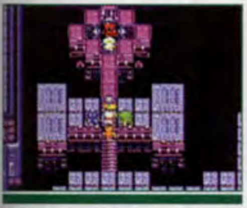
Leave the Dwarven Base and head northwest on the continent. Check the suggested levels for the Tower of Babil, and level up your party in random battles while crossing the land. Return to the Dwarven Base and drink the Water of Life to recharge HP and MP when needed.

When you near the base of the tower, the dwarves' tanks will start firing volleys of bombs to distract the enemy while you sneak inside. Be sure to save your game on the way.

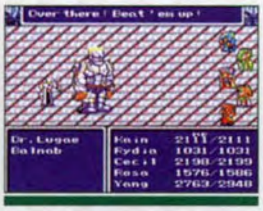


TOWER OF BABIL

MAIN OBJECTIVES:



Ascend the tower to 8F.

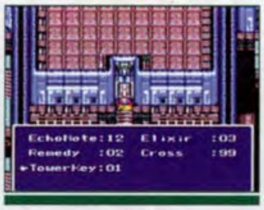


Over there! Beat 'em up!

Dr.Lugae
Balnab

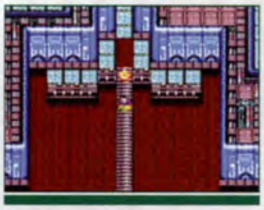
Kain	2111/2111
Rydia	1031/1031
Cecil	2198/2199
Rosa	1576/1586
Yang	2763/2948

Fight Dr. Lugae and his creation.

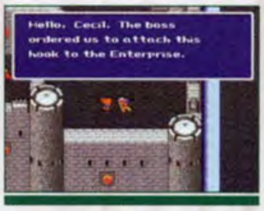


EchoNote:12 Elixir :03
Remedy :02 Cross :99
TowerKey:01

Use the TowerKey to open the way to the super cannons.



Return to the entrance.



Hello, Cecil. The boss ordered us to attach this hook to the Enterprise.

Speak to Cid's assistants at Castle Baron.

Transport the hovercraft to Eblan.

Scour the ruins of Eblan Castle.

Ride the hovercraft across the shallows.

With our castle destroyed,
this is all that is left
of our kingdom.

Find the survivors in Cave Ebl

Catch up to Prince Edge in the underground pass.

Cecil! How do we get in?

Sneak back into the tower.

Learn the awful fate of King and Queen Eblan.

Rubicant

Kain 2315/2315
Rydia 1100/1100
Cecil 2500/2500
Rosa 1814/1814
Edge 956/ 956

Seek revenge against the de Rubicant.

TOWER OF BABIL - UNDERWORLD

BESTIARY

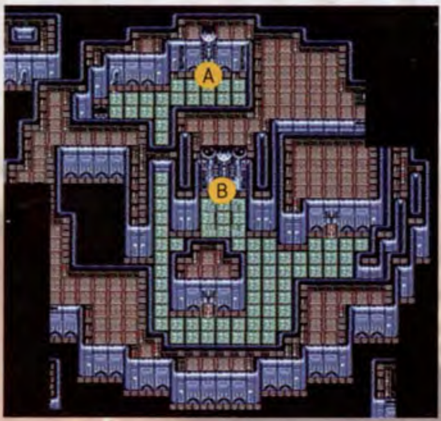
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Alert	1425	112	0	Sounds alarm to call monsters.	None	380	2008
Egg	???	-	-	Monster egg. Hatches when attacked.	None	???	???
EvilDoll	388	64	3	Casts many types of magic.	None	269	1408
FlameDog	1221	68	3	Attacks with fire.	Ice	244	1700
FlameMan	579	76	4	Absorbs fire attacks.	Ice	300	1700
Chimera	700	80	3	Absorbs fire. bolt. and ice attacks.	None	225	1708
Medusa	490	64	4	Glare turns targets to stone.	None	225	1208
Naga	320	66	4	Tongue attack has same effect as Sleep.	None	150	1118
Stoneman	2560	84	4	Monster made of stone.	Ice	238	2908
Tofu	298	66	254	Physical attacks are ineffective.	Ice	384	1008

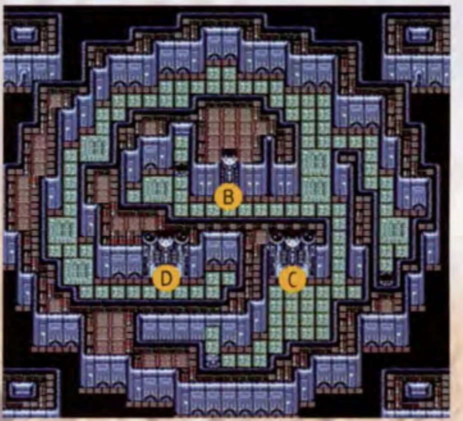
Items Found

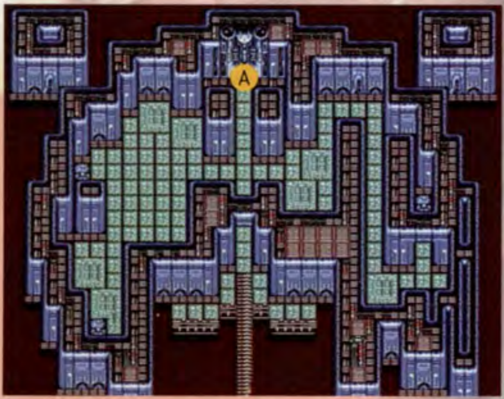
- Ice (arrows) (2x10)
- Ether1
- Bandanna
- IceSpear
- IceBrand
- CatClaw
- HiPotion (2)
- Life
- Archer (bow)
- Notus
- IceArmor
- IceShld
- Boreas
- Ether2
- TowerKey

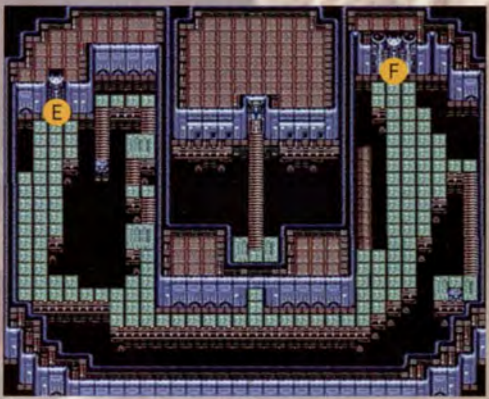
SUGGESTED LEVELS

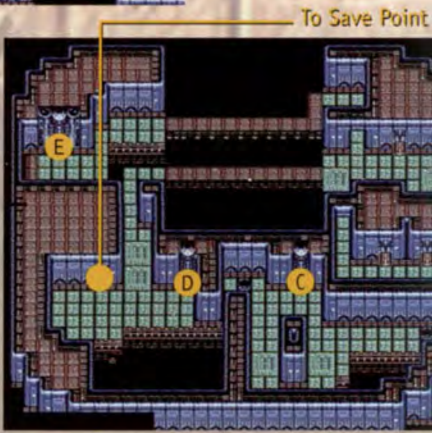
CECIL	ROSA
37	36
RYDIA	**KAIN**
36	40
YANG	
38	

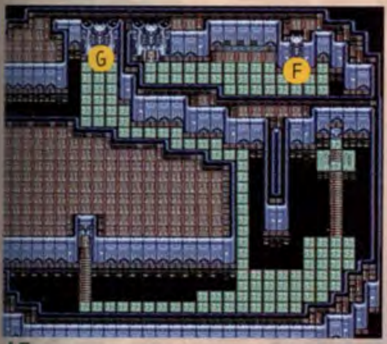


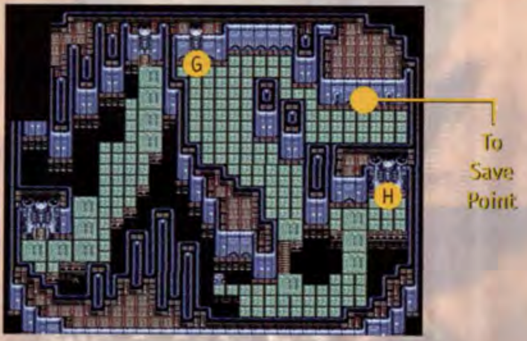


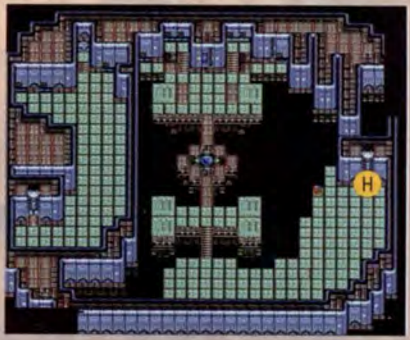









G
H
To Save Point



1F

Collect the **Ice** arrows from the two left chests, and navigate right for an **Ether1**. Many of the enemies in the tower are weak against ice, so equip Rosa with Ice arrows and use Rydia's Ice spells. Call upon the ice goddess Shiva to dispatch large parties of FlameDogs and FlameMen, as well as the Stoneman monsters encountered further up the tower.

Alert
Chimera
Kain 1585/2003
Rydia 952/ 986
Cecil 2091/2091
Rosa 1508/1508
Yang 2818/2818

2F

The two extra doors at the bottom and right side of this level lead to chests containing treasure monsters. Each of them is an Alert drone, which will call another monster into the battle when attacked. The idea is to destroy the Alert with one hit, so use Kain's Jump attack, or Yang's Power hit. On this level, defeat the Alerts to win the awesome **IceSpear** and **IceBrand** weapons.

3F

Move down to the lower right door first, which leads to a section of 4F where you can acquire the **Archer** bow and **Notus.** Then return to 3F and navigate to the lower left door.

4F

A save room is directly across from the west entrance. At this late stage in the game, you should use Cabins to restore the party fully. Proceed north and follow the twisting path to a room where you must fight an Alert to get the **IceArmor**. Below that room is another chamber where you can fight for the **IceShld**. The lower room to the right is empty.

5F

The door at the top center is locked, and the party must defeat the boss to obtain the key. The chest on the left contains a **Boreas**, and the far right chest holds a **HiPotion**. Proceed through the upper right door, and through a small portion of 6F to the next floor.

7F

The top right door leads to a save room. Save your game before moving on to the boss. If the random battles wear you out again before you get to the exit, don't hesitate to return to the save room and use a Cabin.

BOSS: DR. LUGAE, BALNAB, BALNAB-Z

DR. LUGAE	**HP:** 4936	**EXP:** 0	**Gil:** 0	**ATK:** 18	**DEF:** 0	**Weak Vs.:** None
BALNAB	**HP:** 4832	**EXP:** 0	**Gil:** 0	**ATK:** 86	**DEF:** 0	**Weak Vs.:** None
BALNAB-Z	**HP:** 4518	**EXP:** 0	**Gil:** 0	**ATK:** 114	**DEF:** 1	**Weak Vs.:** None

The mad doctor will "heal" Balnab with oil to keep it running smoothly, so eliminate Lugae first. Without its master there to oil it, Balnab will Detonate, damaging one of the party members. However, if the party defeats Balnab first, Dr. Lugae will take control of the robot to form Balnab-Z. After a few rounds, Lugae will accidentally Detonate Balnab-Z as well. The fastest and most painless way to defeat these two is to have Cecil, Kain, and Yang all Parry while Rosa heals the party. Meanwhile, Rydia should summon Titan repeatedly. Titan should only have to pound the pair a few times to defeat both the scientist and his creation.

Bolt2
Dr.Lugae
Balnab
Kain 2111/2111
Rydia 759/1031
Cecil 2198/2199
Rosa 1576/1586
Yang 2443/2948

Detonate
Balnab
Kain 2111/2111
Rydia 627/1031
Cecil 2198/2199
Rosa 1576/1586
Yang 2443/2948

BOSS: LUGABORG

HP: 9321	**EXP:** 10101	**Gil:** 4000	**ATK:** 86	**DEF:** 1	**Weak Vs.:** None

If you lost a character in the last battle, getting him or her back on track is hard. Lugae transforms into a robot skeleton, then immediately casts Poison on the entire party. You can waste Antidotes if you have them, but the crazy doctor will remove the status from everyone just a few turns later. So make better use of your turns by attacking, and just have Rosa cast Cure spells to keep HP up. Equip Yang with BoltClaws, and have Rydia call Ramuh or cast Bolt2. After Dr. Lugae removes the Poison status, use Rosa's Aim attack to fire Bolt arrows at Lugaborg.

Poison
Lugaborg
Kain 2111/2111
Rydia 627/1031
Cecil 0/2199
Rosa 1576/1586
Yang 2443/2948

Ramuh
Lugaborg
Kain 580/2111
Rydia 626/1031
Cecil 0/2199
Rosa 1575/1586
Yang 2442/2948

Save the Dwarves

As Dr. Lugae disintegrates, he warns that the super cannons are about to annihilate the dwarven tank army outside. Quickly take the **TowerKey** back down to level 5F. Use a save point on the way. Cross the bridge to the locked room. ***Before using the key to enter, you might want to remove any items from Yang that you want to keep handy.*** Inside, the party will fight a group of Dark Imps.

Return to the first floor, where Golbez tries to eliminate the party with a trap. After a series of events, the party is back onboard the Enterprise and hovering over Agart in the world above.

CASTLE BARON

Land outside Baron and enter the castle. Find Cid's assistants in the eastern courtyard of the castle. The engineer instructed them to modify the Enterprise with a hook to carry the hovercraft. Fly back to where you left the hovercraft on the world map, and position the Enterprise so that it casts its shadow directly on the hovercraft. Then press X to pick up the vehicle.

EBLAN ENVIRONS

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
HugeCell	695	60	4	Often retreats, so defeat it early.	None	253	1504
Roc	500	66	3	Magic defense is extremely high.	Projec	150	1404
RocBaby	50	60	2	Uses Break, which petrifies enemy.	Projec	81	1004
Staleman	1950	86	4	Steel monster.	Ice	445	703

SUGGESTED LEVELS

CECIL	ROSA
40	38
RYDIA	**KAIN**
39	43

The Tower of Babil pokes out of the Underworld on the small continent where the kingdom of Eblan lies. You can get to this continent by flying directly south from Troia or directly west from Agart. First investigate the ruins of Eblan Castle on the east coast, then board the hovercraft and ride the shallows west to the entrance of Cave Eblan.

EBLAN CASTLE

The demon Rubicant seems to have successfully destroyed the entire kingdom of Eblan. Not a single soul stirs within the castle walls, and the kingdom's treasures lie waiting to help you in your quest.

The easiest items to get are the ones nearest the Throne Room. Proceed directly north through the castle, collecting a **HiPotion** along the way. In the royal chamber, there are secret passages off to the left and to the right that lead back to the previous chamber, so that the five items there can be collected.

West Tower

Return to the courtyard and descend the left stairs, then pass under the portcullis and enter the tower. There is a secret passage just inside the entrance that leads to the chest on the right. A Staleman and four Skulls pop out. Defeat them to receive the **Sleep** sword. Climb to 2F and find a **Bacchus** among the top three pots, then head straight down from the stairs to enter a secret passage that leads to the **Mute** arrows and **10000 Gil** in the right chests. Finally, move into the left alcove to find a secret staircase that leads down to a **Kamikaze**.

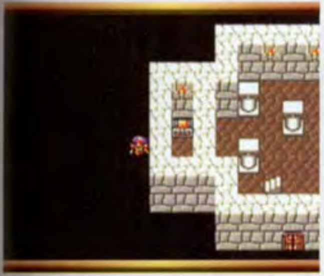
Found Bacchus

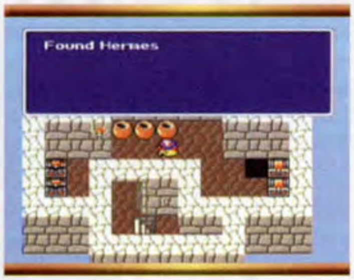
Items Found

Bacchus (2)
Kamikaze
Mute (arrows) (x10)
10000 Gil
Sleep (sword)
Coffin
Exit
Ether1 (3)
Hermes
Cabin (2)
HrGlass2
Ag Apple
BloodSpr
HiPotion
Soft
MaidKiss
Unihorn
Alarm

East Tower

Move to the top of the first floor and head left into a secret passage that leads to the **Coffin** on the side. Go upstairs and press the switch to open the secret door into the next room. Circumvent the staircase by heading down and around it to enter the room, then take the items on the left. Search the pots for a **Hermes**, then move directly to the right into a secret passage that leads down to the seemingly inaccessible chest. Fight two BlackCats and a Lamia to get the **BloodSpr**, a spear that drains HP from enemies and transfers it to Kain. Note that all such weapons have the ***opposite effect*** when used against undead: they will heal the undead enemy by draining HP from the wielder. The black hole in the floor drops down to an **HrGlass2**. If you walk straight downward, you end up in the Basement.

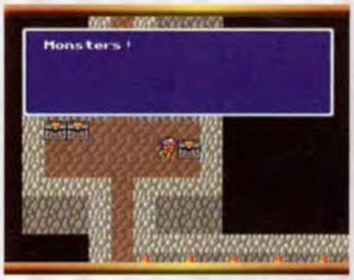




Found Hermes

Basement

As you move downward, there are two **Ether1s** on the left. Opening the right chest releases three Mad Ogres that try to pound your party to dust. Summon monsters are ineffective against these creatures. You'll get an **Ag Apple** for your troubles. Follow the path to the right, which leads outside of the castle.



Monsters !

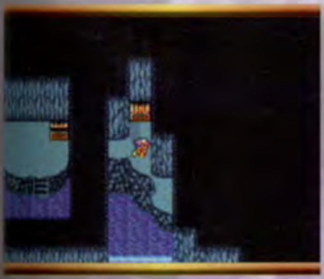
CAVE EBLAN

BESTIARY

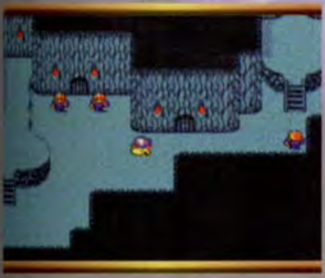
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
GiantBat	439	56	3	Enormous bat, uses Vampire attack.	Projec, Fire	262	1977
Ironback	100	74	4	Use weapons and magic to defeat.	None	233	1077
Skull	740	75	3	Undead monster that casts Bolt2.	Holy, Fire	116	1577

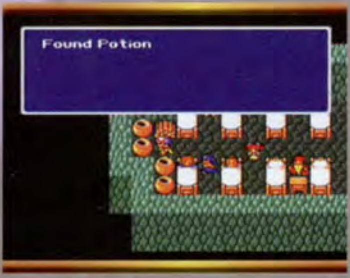
Items Found

- *Vampire*
- *Shuriken (2)*
- *Remedy*
- *Potion (2)*
- *Ether1*
- *Tent*
- *HiPotion (3)*
- *Cabin*
- *Elixir (2)*
- *Silk Web*
- *Life (2)*
- *HrGlass2*
- *Kamikaze*
- *Soft*
- *BloodSwd*
- *Ether2*



Move to the bottom of the first cave and head right to a chest containing a **Vampire**. From there move up and climb down into the water. Pass upward through the falls and head left through the wall into the small chamber containing a **Shuriken**. Continue to the right to reach the **Remedy**.





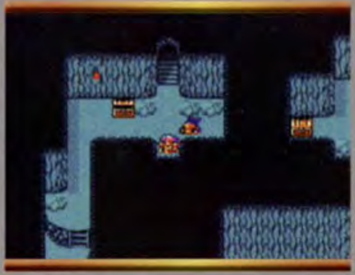
Found Potion

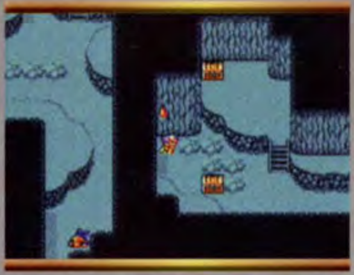
The survivors of Eblan Castle, after the destruction of their home, have set up camp in the next chamber. Behind the first door are the Inn and the Item Shop. In the Weapons/Armor Shop, there are some extremely good items to buy if you have the money. The door on the far left of the cave leads to the infirmary, where the wounded are treated; there, you can search the pots on either side to find two **Potions**. The northernmost door between the two guards leads onward.

Pass to Babil

Proceed to the top of the cave, collecting items on the way. Talk to the fallen soldier at the top, then go down into the niche beside him. Follow this secret passage all the way down to a **HiPotion**, then return to the wounded guard and continue north.

Find another collapsed guard, then move to the top of the screen and collect a **Kamikaze**. As you head straight down from there to the bottom, search on the right side for a secret passage that leads to a **Shuriken**.





Pass to Babil

Passing yet another wounded guard on the way south. empty the thre chests. then enter the secret passage above the Cabin's location to reach two **Elixirs**. Follow the path as it curves south. then all the way back up north.

Grab the **Soft** from the left chest. then save and use a Cabin if neede in the sanctuary room off to the right. Find the secret passage that leads to a chest containing two Stalemen. Defeat them to win the **BloodSwd**.

The Ninja Prince

As the party nears the top exit. a battle occurs between the demon Rubicant and the hot-headed young prince from Eblan. Pay close attention to what occurs during the battle. because it is the key to defeating Rubicant later. Afterward. the party will rush to the aid of the ninja Edge. and he will join the party.

Unfortunately. Edge is at level 25 with 790 HP. which is way below the recommended levels for your characters. Before proceeding back into the Tower of Babil. level him up by fighting the creatures found in the cave. While you're at it. be sure to head left from the spot where Edge joins. into a secret passage where you can get an **Ether 2**.

TOWER OF BABIL - OVERWORLD

BESTIARY

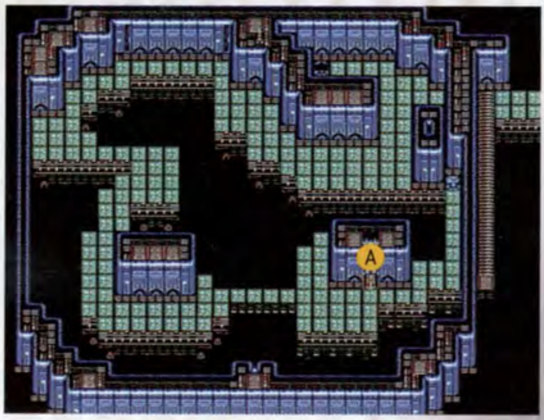
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Balloon	697	72	4	Detonates when HP is low or Ice spells are cast on it.	Projec	315	2459
BlackCat	593	72	3	Uses Bluster when attacked.	None	345	2758
BladeMan	1050	76	4	Knight that casts Wall and Bio.	Holy	211	2559
Grudger	1400	76	4	Absorbs Bolt spells.	Holy	149	2459
Lamia	1200	72	4	Casts Charm to confuse enemies.	None	143	2059
Mad Ogre	2000	86	4	High HP and attack power.	None	270	2359
Sorcerer	1000	82	4	Witch that calls monsters.	None	272	2359

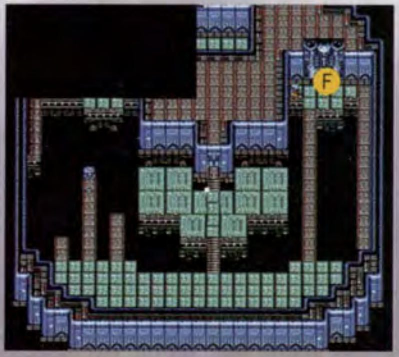
Items Found

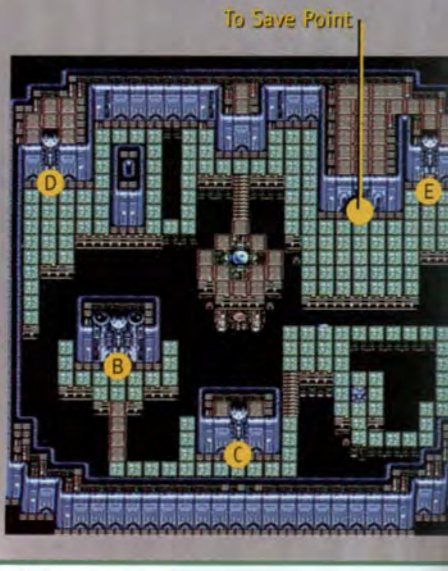
Unihorn
Succubus
Ogre (axe)
Ashura
82000 Gil
HiPotion (2)

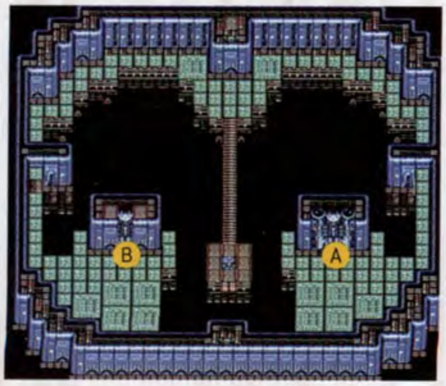
SUGGESTED LEVELS

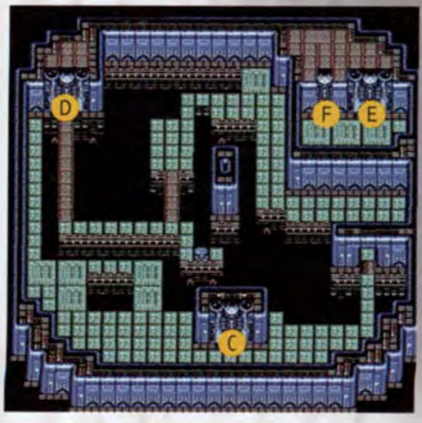
CECIL	ROSA
44	42
RYDIA	**KAIN**
43	47
EDGE	
35	

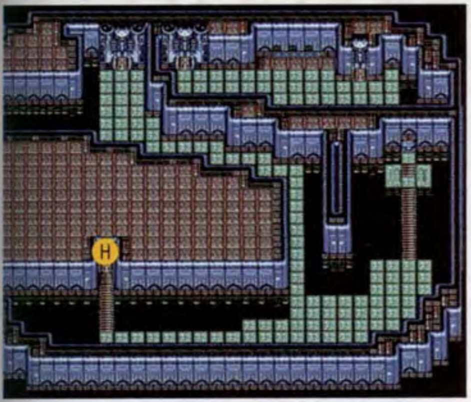


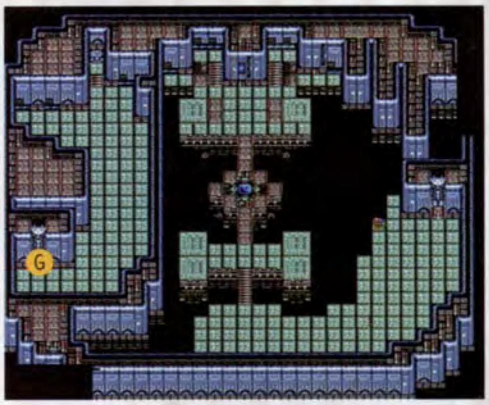


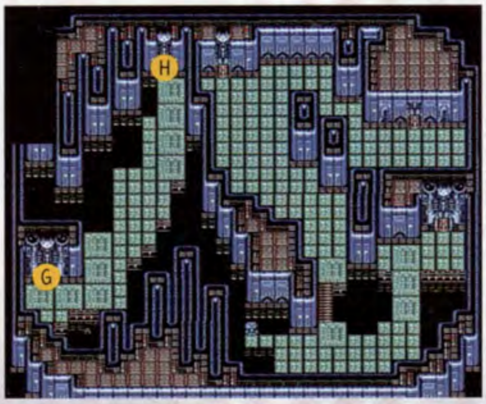












Meeting Edge's "suggested level" before reentering the Tower of Babil is important. Otherwise, the ninja will likely hinder the party's progress.

Use the maps to find what few treasures there are. On B5F, move all the way to the left to find **82000 Gil**, then return to the center for the boss fight.

BOSS: KING EBLAN, QUEEN EBLAN

KING	**HP:** ???	**EXP:** 0	**Gil:** 0	**ATK:** 87	**DEF:** 2	**Weak Vs.:** None
QUEEN	**HP:** ???	**EXP:**	**Gil:**	**ATK:** 87	**DEF:** 4	**Weak Vs.:** None

Although King Eblan will attack the party with several Fire spells, this is not an actual boss fight. This is a timed event, and whether you attack or not makes no real difference. After several turns, the royalty will regain their memory.

Flame

K. Eblan
Q. Eblan

Kain 2246/2315
Rydia 1180/1180
Cecil 2400/2500
Rosa 1814/1814
Edge 865/ 956

They regain consciousness

K. Eblan
Q. Eblan

Kain 2246/2315
Rydia 1180/1180
Cecil 2400/2500
Rosa 1814/1814
Edge 865/ 956

BOSS: RUBICANT

HP: 34,000	**EXP:** 18,000	**Gil:** 7000	**ATK:** 88	**DEF:** 3	**Weak Vs.:** Ice

Rubicant wants a fair fight, so the chivalrous demon restores the party's HP and MP before the battle. He is a creature of fire, and once the battle begins he uses the powerful "Scorch" attack to severely damage individual party members. Rosa will be busy healing and reviving party members. Equip Cecil and Kain with their ice weapons, and have the dragoon Jump every turn. Edge's unleashed fury teaches him two important new ninja techniques.

Scorch

Rub
Fight
White
Pray
Aim
Item

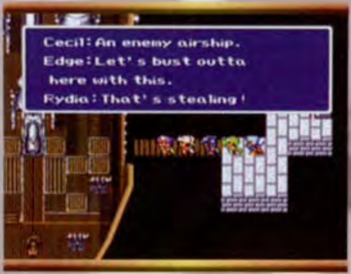
Kain 2075/2315
Rydia 155/1180
Cecil 2500/2500
Rosa 1814/1814
Edge 956/ 956

Flood

Rubicant

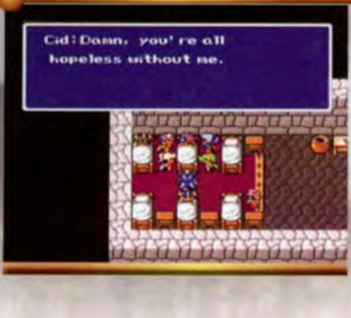
Kain 2005/2315
Rydia 723/1180
Cecil 2128/2500
Rosa 1724/1814
Edge 809/ 956

Spell casting is tricky. Rydia's Ice3 spell will do around 9999 HP damage to Rubicant, but only when his cloak is open. If his cloak is closed, it will ***heal*** him! The same is true of Edge's Flood spell, only it does less damage/healing. So don't cast either of these spells until the cloak reopens.


Cecil: An enemy airship.
Edge: Let's bust outta here with this.
Rydia: That's stealing!

Crystal Room Trap

As you move into the chamber containing Golbez's seven crystals, a trap drops you into the Underworld section of the tower. Collect the **HiPotion** above your landing position, and move down through the tower to level 6F. Divert to the right side of this level briefly to find another **HiPotion**. Then enter the hangar on the left, where the party commandeers an enemy airship and christens it the "Falcon."


Cid: Damn, you're all hopeless without me.

DWARVEN CASTLE

Items Found

Necklace

Guide the Falcon back across the continent and land outside the Dwarven Castle. Speak to King Giott, and he directs you to fly to the Sealed Cave to the south. The key to the Sealed Cave is his daughter's **Necklace**, which he entrusts to you.

Modify the Falcon

Move down to the infirmary on B1F. Inside, the party finds Cid the engineer, laid up in bed. Unable to remain still when there's an airship to fix, he modifies the Falcon to be able to cross magma. Whole new areas of the Underworld are now available to explore. Although these areas could be categorized as side quests, you should travel to all of them before facing the dangers of the Sealed Cave.

THE DARK CRYSTAL

MAIN OBJECTIVES:

Visit helpful locations in the Underworld.

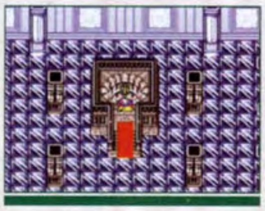
Learn the secret of the Sylvan Cave.

Do you possess the strength and courage to challenge me?

Challenge the rulers of the Land of Summons.

▸Necklace:01
HiPotion:03
Eyedrops:96
Ether1 :21
Antidote:09
Life :01
Soft :40
MaidKiss:05

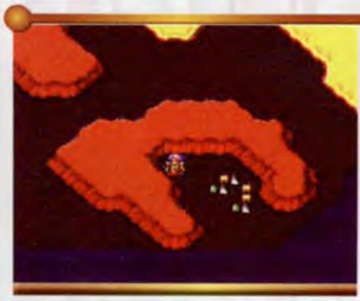
Crack open the Sealed Cave.


Snatch the Dark Crystal.

EvilWall
Kain 2984/3204
Rydia 1573/1573
Cecil 3373/3373
Rosa 1725/2451
Edge 1063/2070

Halt the advance of the EvilWall.

Report back to King Giott.



TOMRA

Items Found

ThorRage
Bomb
Notus
2000 Gil
Ether2
Bestiary

Fly directly south from the Dwarven Castle. When you reach the lower boundary of the Underworld, head west until you spot a small town. This is Tomra, the village of country dwarves. The Weapons and Armor Shops are connected by a secret passage. You can buy a set of Diamond armor here, and Edge can buy an Ashura to wield along with the one found previously. The Chain whip is considerably stronger than Rydia's current weapons, so buy it if you can afford it.

In the Item Shop, each clerk behind the counter has a different list of goods. You can stock up on basically anything here. For your journey ahead, try to pack as many Remedy medicines as possible.

The top left building in Tomra houses the town treasures, and the dwarves pleasantly invite you to take all you want. Search the chests and pots along each side to find all the items listed above.

Just for reference, the cave just outside of Tomra is the Sealed Cave. But there are still a few more places to visit before taking on the next task.

You sure came a long way. Here, take all you want!

KOKKOL'S SMITHY

Talk to the two assistants to learn about Master Kokkol. Search the pots on the left for a **Remedy**, and check the pots in the top right corner for a **HiPotion**. The master smith snores away in his bed on the second floor. Search the top bookcase for a **SomaDrop**. Talk to the smith while he sleeps to learn what he needs to get going again.

Found SomaDrop

Items Found

Remedy
HiPotion
SomaDrop

SYLVAN CAVE

BESTIARY

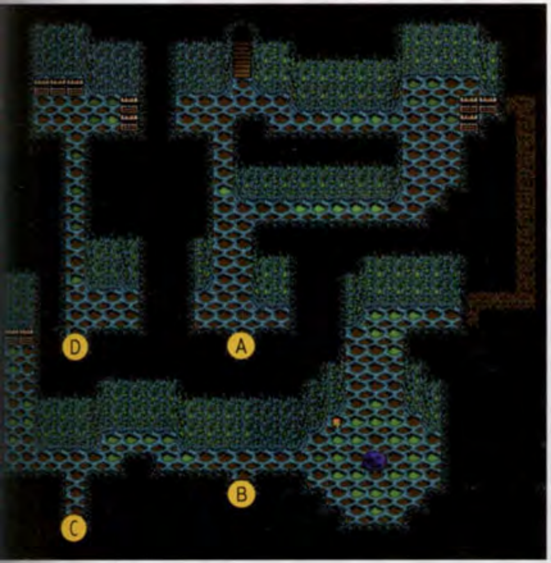
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
DarkTree	3900	104	3	Casts Bersk.	Fire	525	5041
Ghost	2800	100	4	Frequently casts Fire2 and Sleep.	None	362	3141
Malboro	4200	112	3	Uses Breath and Digest attacks.	None	458	5641
TinyToad	600	19	5	A toad that appears with ToadLady.	Ice	335	1841
ToadLady	2960	98	4	Makes TinyToad chant Toad spell.	None	598	3441

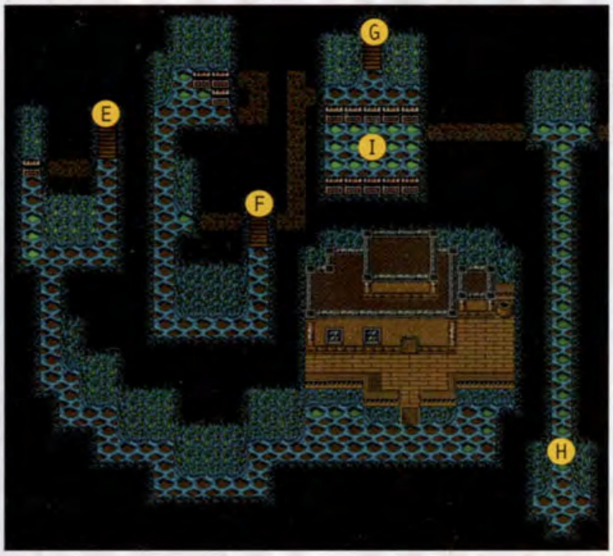
SUGGESTED LEVELS

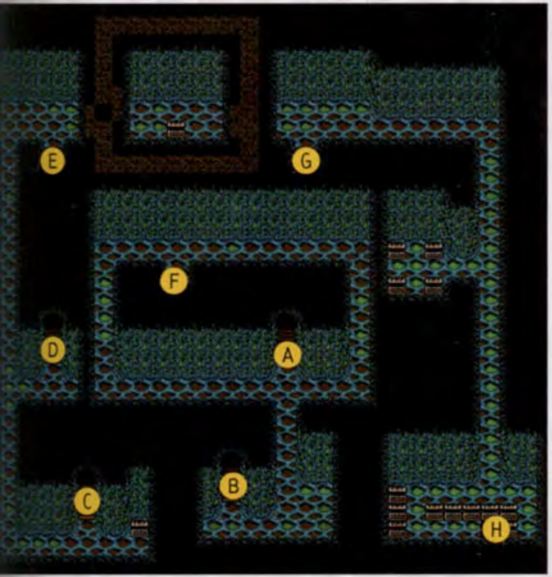
CECIL	ROSA
47	47
RYDIA	**KAIN**
47	49
EDGE	
37	

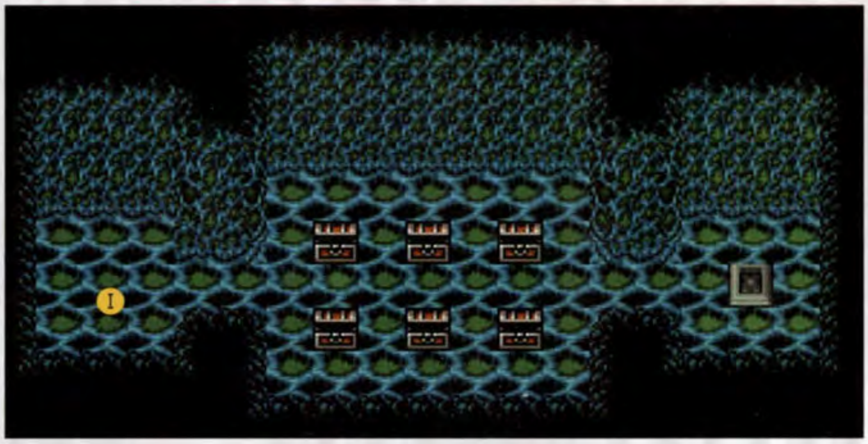
Items Found

Bestiary (2)
Angel (arrows) (x10)
Cabin
1000 Gil
MageMash
Elixir
CatClaw
HellClaw
Kamikaze
Remedy
2000 Gil
3000 Gil
Exit
MaidKiss (3)
Ether1 (2)
Inferno
Blizzard
LitStorm
Medusa (arrows) (x10)
Avenger
FullMoon
HiPotion (2)
FairyRod
ElvenBow
Bolt (arrows) (x10)
Ice (arrows) (x10)
Fire (arrows) (x10)







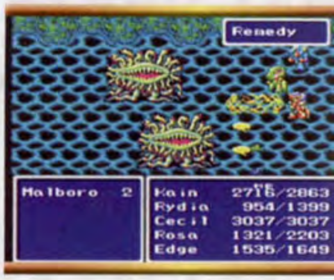


WARNING!
Do not *attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.*

The Sylvan Cave is located in the upper northwest corner of the Underworld. Each time you enter a new level of the cave, Rosa should cast Float on the whole party. Otherwise, the party will take damage each time they cross one of the green floor panels.

Malboros and Status Impairments

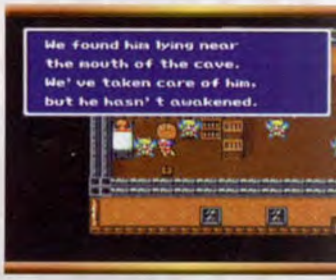
Do not attempt this area unless you have a good stock of Remedy items available. In the Sylvan Cave, you will frequently encounter a creature called a Malboro. Before you even get a turn, these creatures will most likely afflict one or more of your characters with multiple status impairments. You cannot afford to waste Rosa's MP by casting Esuna all the time, so the Remedy items will be more than handy. Use your most powerful summon monsters such as Titan and Ifrit to destroy multiple Malboros.



```
Malboro  2   Kain    2716/2863
             Rydia    954/1399
             Cecil   3037/3037
             Rosa    1321/2203
             Edge    1535/1649
```

Rewards of the Sylvan Cave

As you can see on the maps and the "items found" list, there are numerous treasures to collect in the Sylvan Cave. Look for secret passages to take you to all the treasures. In many cases, you will have to fight treasure monsters that pop out of the chests, but rewards such as the **MageMash** dagger, the **ElvenBow**, and the **Avenger** sword are well worth the trouble. Not only will you have trouble juggling all the items in your inventory, you should be able to level up your characters quite easily.



We found him lying near the mouth of the cave. We've taken care of him, but he hasn't awakened.

The Return of Yang

Navigate your way to the home of the sylphs at the bottom of the cave. Yang's weapons can be found in the chests to the right. The sylphs won't let you take Yang back, but there is one last way that the monk can assist the party. Please check the **Secrets** section for further details.

CAVE OF SUMMONS

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Arachne	3650	102	3	Casts GaiaRage spell.	Projec	585	4388
Clapper	7600	124	4	Uses Blitz, a powerful bolt attack.	Projec	900	7777
Conjurer	3600	104	5	Calls various monsters.	None	475	3688
Fiend	3480	102	5	Casts Charm.	None	650	6388
Hooligan	2200	108	5	Uses wind attacks.	Holy	484	4088
Red Eye	2400	100	4	Gaze causes Confuse and Sleep.	Projec	465	3444
Warrior	2900	104	4	Uses Absorb skill.	None	575	4288

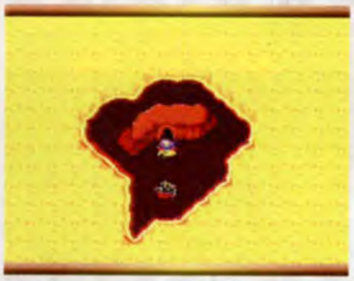
WARNING!
Do not *attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.*

SUGGESTED LEVELS

CECIL	ROSA
48	48
RYDIA	**KAIN**
49	50
EDGE	
39	

Items Found

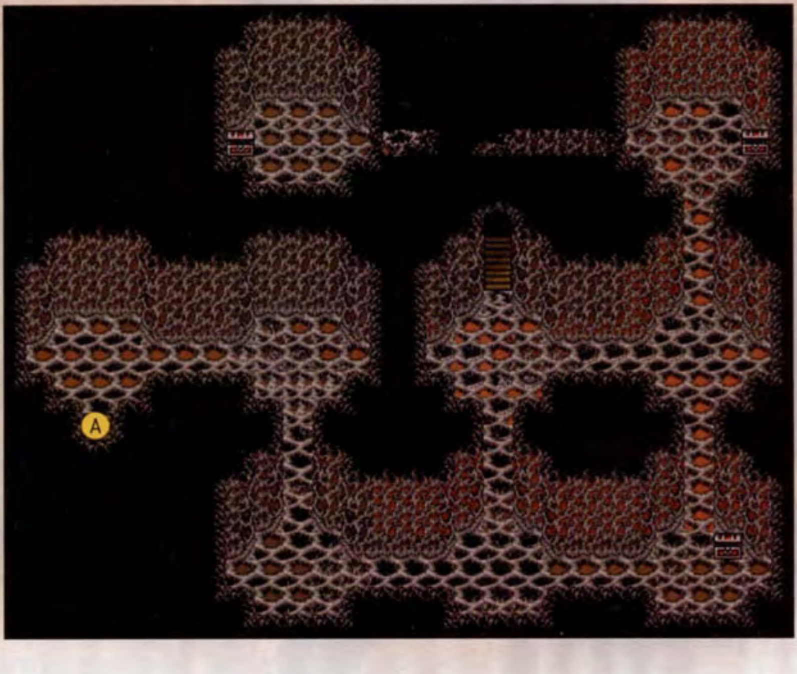
- *Life (3)*
- *Ether1*
- *HiPotion (3)*
- *Cabin*
- *Bestiary (3)*
- *Kikuichi*
- *VenomAxe*
- *Defense (sword)*
- *Ether1*
- *5000 Gil*
- *6000 Gil*
- *Yoichi (bow)*
- *Yoichi (arrows) (x10)*
- *Elixir*
- *Ether2*
- *Rat Tail*

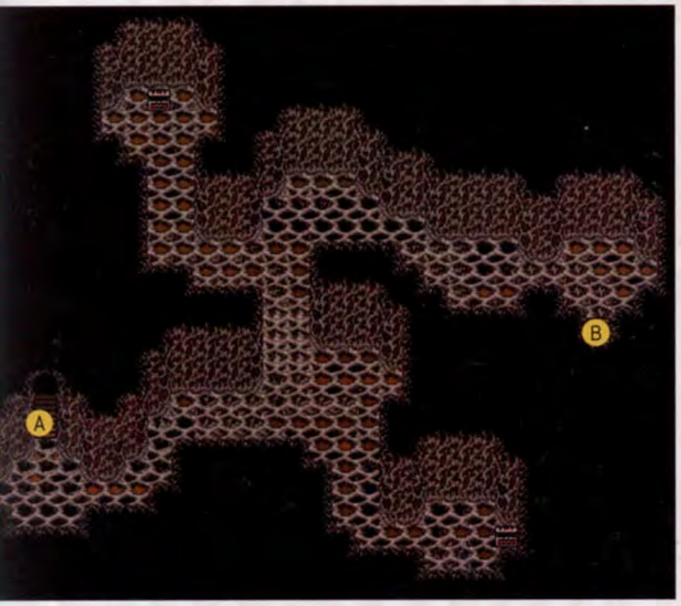


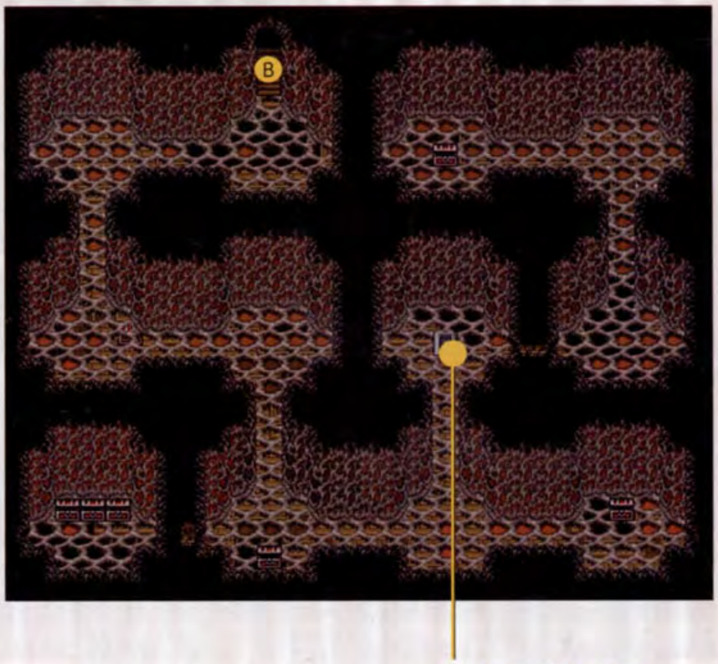
The entrance to the Cave of Summons is on a tiny island amidst the magma lakes, southwest of the Dwarven Castle and northwest of the Sealed Cave. Inside, Rydia mentions that this is where she spent her time after the disaster at sea.

Found Ether1

Cast Float on the whole party every time you enter a new level of the cave, just like in the Sylvan Cave. Move to the right and upward to find a **Life.** Enter the secret passage across from there to reach an **Ether1**. One great thing about the Cave of Summons is that most of the secret passages are visible on the map!

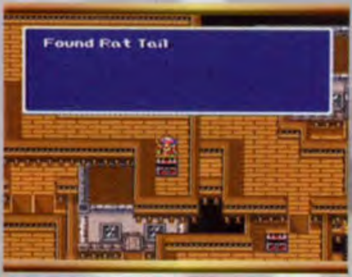






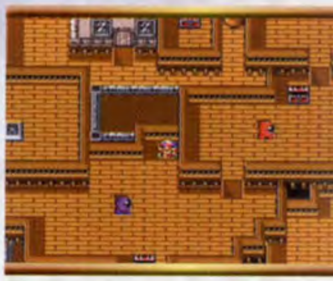
Found VenomAxe

When you reach B3F, search in the bottom right corner for a secret passage that leads west to three chests in an enclosed room. Follow the same secret path back to the far right, and further up to the top. The chest at the top springs loose five Warriors, and they can be defeated to acquire the **Defense** sword. This is a fantastic weapon that Cecil will wield for most of the remaining game. The gray pad in the center of B3F teleports your party to the Land of Summons.

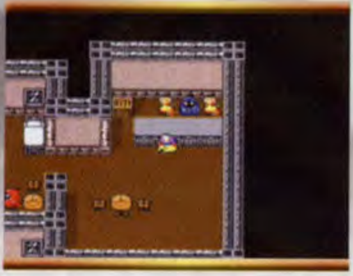

Found Rat Tail

The Land of Summons

All of the residents here know Rydia from her previous visit. At the top of the screen, a teleport pad blocks the way to a treasure chest. Simply teleport out of and back into this level to reach the chest, which contains the **Rat Tail**, a very important item that can be exchanged later.

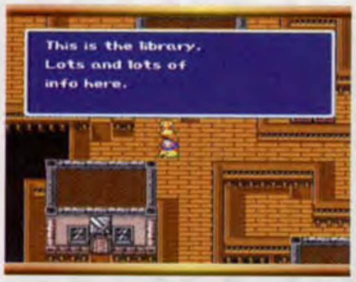


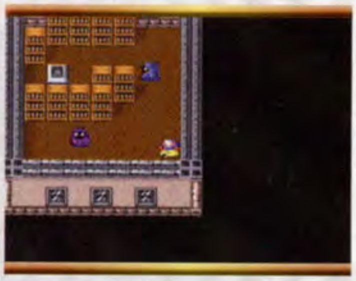
Continue collecting items until you reach the **6000 Gil** at the bottom of the screen. Head directly upward to the top of the platform to find a hidden teleporter that takes you down to a treasure level. There you can gather a Yoichi bow and ten arrows, an **Elixir** and an **Ether2**. On this treasure level, another hidden teleporter south of the gray pad offers a quick exit from the Cave of Summons. Don't step on it if you're not ready to leave the Land of Summons yet, as you'll have to start back at the cave entrance.



King and Queen of Summons

The teleport pad near the Rat Tail location takes you to the heart of the summon monsters' home. Be sure to speak to all the monsters here for important clues. Treasure chests can be opened in the top left house, and there's an all-important save point there as well. Use a Cabin here when the party needs to recover, because the Inn costs an astonishing 1200 Gil. The chocobos on either side of the Inn clerk run the Item Shops, which like Tomra's shops sell almost anything you could want. Please check out the Armor and Weapon Shops too, and spend wisely. Some of the best equipment available can be bought here.


This is the library.
Lots and lots of
info here.



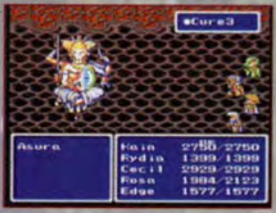
Just above the Weapon Shop is the Library. Inside, head downstairs and search all the bookshelves for clues about the king and queen, plus a tip about Odin. Step on the teleport pad to be taken to the roya chamber. The king and queen recognize Rydia, but they will only become her summons once the party defeats them in combat. Asura must be defeated first.

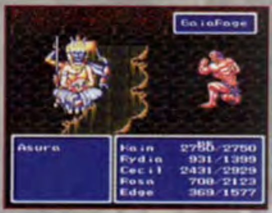
BOSS: ASURA

HP: 31.005	**EXP:** 20.000	**Gil:** 0	**ATK:** 134	**DEF:** 3	**Weak Vs.:** None

Asura casts high-level recovery spells to heal herself, so cast Wall on her to reflect those at the party. Rosa should still cast recovery magic, however. Strike Asura with physical attacks and summon magic. Rydia's Titan summon is particularly effective against Asura. Otherwise, don't cast any spells on her, and make sure that the Wall spell stays active until Asura submits and becomes one of Rydia's summons.

After Asura, return to the save point, use a Cabin and record your game. Don't try to take on the king unless you're at full HP and MP.

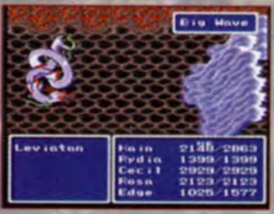

Cure3
Asura
Kain 2750/2750
Rydia 1399/1399
Cecil 2929/2929
Rosa 1984/2123
Edge 1577/1577

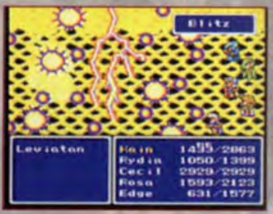

GaiaForce
Asura
Kain 2750/2750
Rydia 931/1399
Cecil 2431/2929
Rosa 708/2123
Edge 369/1577

BOSS: LEVIATAN

HP: 50.001	**EXP:** 28.000	**Gil:** 0	**ATK:** 174	**DEF:** 5	**Weak Vs.:** Bolt

Going into this battle, be certain that the knights Kain and Cecil are not wearing ice gear, or Leviatan will cause them massive trauma with his Ice2 spell. Also, be sure to equip the party with any bolt weapons available, to do tremendous damage to this water creature. Leviatan mainly launches water attacks, which damage each party member by up to 400· HP each round. Rosa should cast Cure4 often to keep the whole party going. Edge should perform Blitz, while Rydia casts Bolt3. Call Ramuh if you wish, but Bolt3 takes less time to cast and does more damage. Yet all the trouble is worth it, since Leviatan will be Rydia's most powerful summon for quite some time.


Big Wave
Leviatan
Kain 2148/2863
Rydia 1399/1399
Cecil 2929/2929
Rosa 2123/2123
Edge 1025/1577


Blitz
Leviatan
Kain 1435/2863
Rydia 1050/1399
Cecil 2929/2929
Rosa 1593/2123
Edge 631/1577

SEALED CAVE

BESTIARY

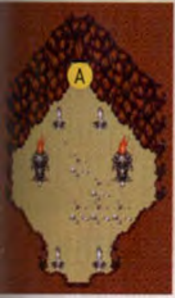
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
HugeNaga	1480	88	3	Casts Silence to prevent magic.	None	238	3582
Mantcore	3400	114	3	Uses Blaze cold attack.	None	1200	28000
Screamer	1400	90	4	Weak against ice spells.	Ice	205	3082
TrapDoor	5000	88	3	Dmension attack causes instant KO.	None	4500	30000
VampLady	2375	88	4	Uses Vampire and Glance. casts spells.	Holy. Fire	188	3582
Were Bat	1014	94	3	Drains HP with Vampire.	Projec. Fire	355	2306
Yellow D	3100	108	4	Uses Thunder when attacked.	None	1500	28000

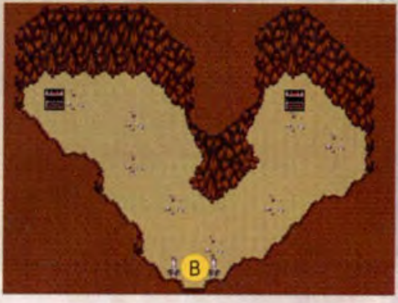
SUGGESTED LEVELS

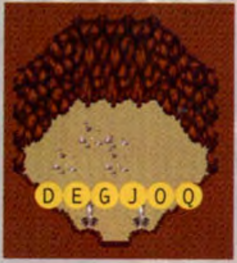
CECIL	ROSA
50	49
RYDIA	**KAIN**
50	52
EDGE	
40	

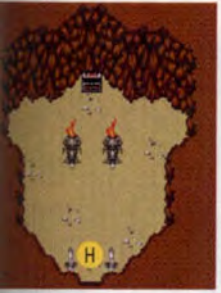
Items Found

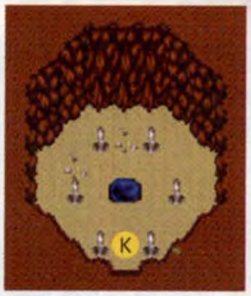
Bestiary
Ether1 (3)
Kotetsu (2)
HiPotion (2)
Life (2)
Light (sword)
Fuma
Elixir
StarVeil (2)
Ninja (hood)
MuteBell
Ether2
X-Potion
Dark (Crystal)

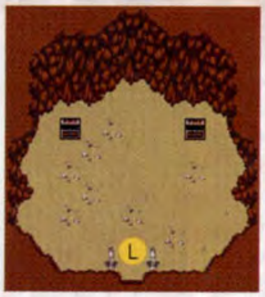


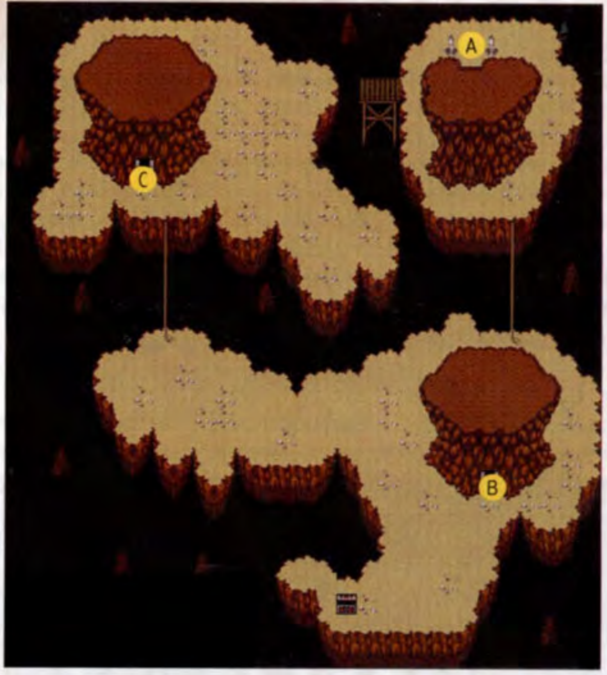


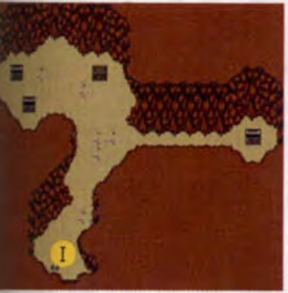


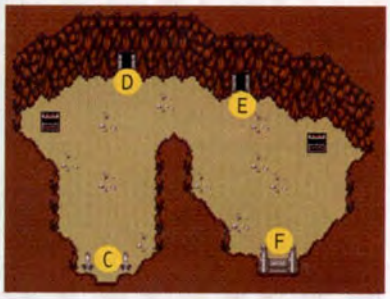


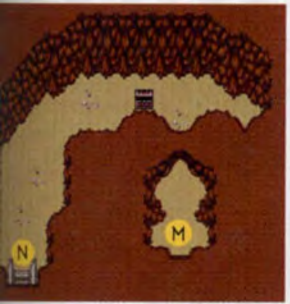


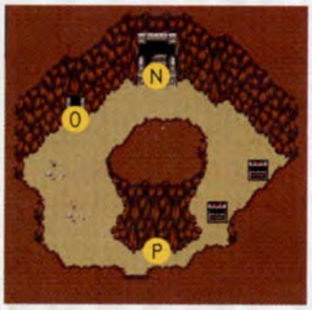


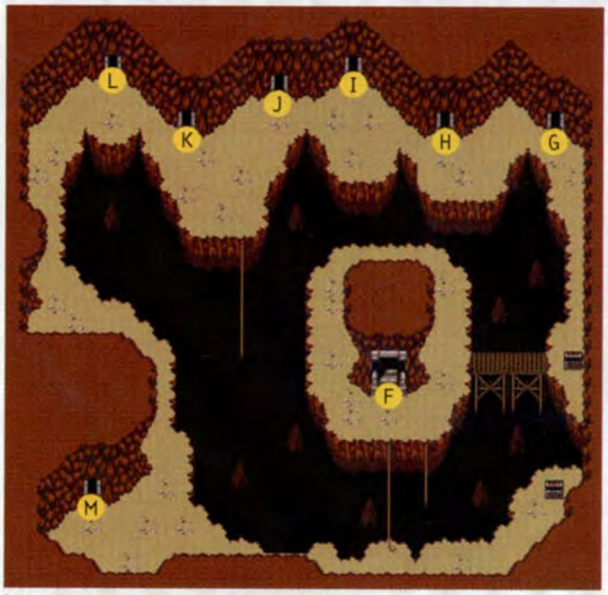


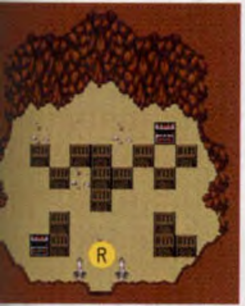


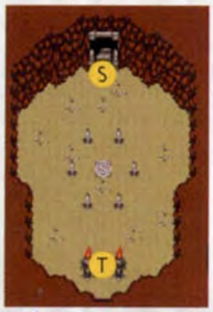


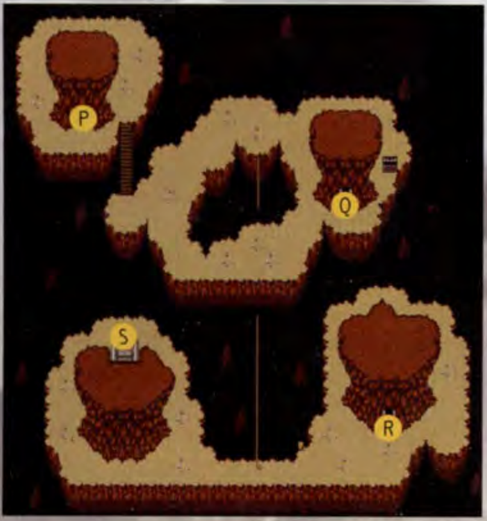


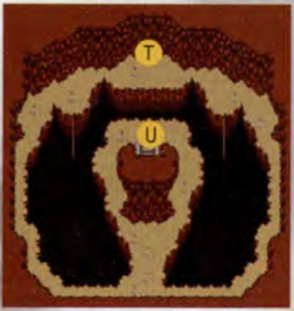


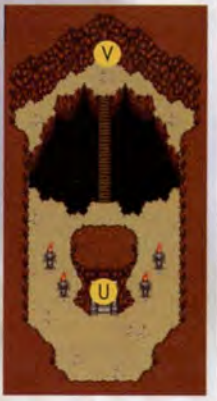


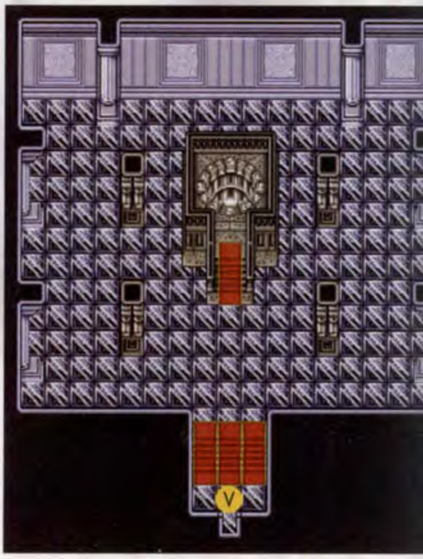








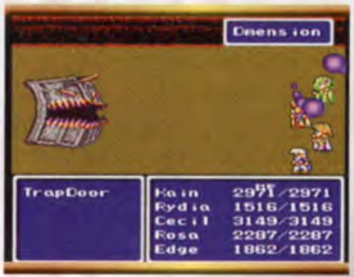




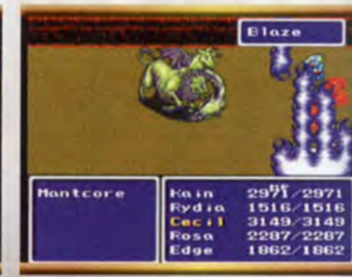
Proceed through the Sealed Cave using the maps to determine the locations of treasures. All of the doors in the Sealed Cave will turn into TrapDoors when you try to open them.

Fighting TrapDoors

Once the TrapDoor suffers more than 4000 HP of damage, it transforms into a Mantcore. These creatures are much harder to deal with, and yield less Gil and EXP. Furthermore, if you prolong a battle with a TrapDoor, you run the risk of it instantly killing one of your party members with its Dmension attack. So, the key to winning here lies in defeating the door quickly, but with a little calculation. Plan your attacks around the TrapDoor's 5000 HP. Assuming you can't fell the monster with a single strike, wear it down without weakening it too much. Then make sure the killing blow is powerful enough to finish off the last 1000 · HP.



Dmension
TrapDoor
Kain 2971/2971
Rydia 1516/1516
Cecil 3149/3149
Rosa 2287/2287
Edge 1862/1862



Blaze
Mantcore
Kain 2971/2971
Rydia 1516/1516
Cecil 3149/3149
Rosa 2287/2287
Edge 1862/1862

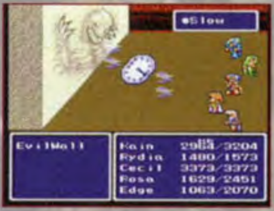
The Last Crystal

Navigate to the bottom of the Sealed Cave. Enter the Crystal Room and take the Dark Crystal. When you exit the chamber, one of the hardest and deadliest bosses in the game will try to eliminate your party. If you haven't seen the Game Over sign yet, get ready!

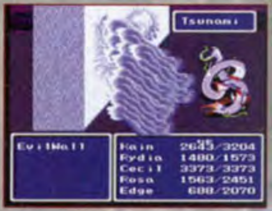
BOSS: EVILWALL

HP: 28,000
EXP: 23,000
Gil: 8000
ATK: 84
DEF: 3
Weak Vs.: None

To have the easiest time defeating the impossible EvilWall, Rydia should be able to summon Leviatan and Edge should have several ninja weapons to throw. Obtaining the Fuma in the Sealed Cave is also crucial. If you don't meet at least one of these criteria, consider reloading your last save and visiting the Land of Summons.



•Slow
EvilWall
Kain 2984/3204
Rydia 1400/1573
Cecil 3373/3373
Rosa 1629/2451
Edge 1063/2070



Tsunami
EvilWall
Kain 2643/3204
Rydia 1400/1573
Cecil 3373/3373
Rosa 1563/2451
Edge 608/2070

First, have Rosa cast Slow on the EvilWall while Rydia summons Leviatan. Kain and Cecil should perform regular attacks. Kain should not Jump, since it takes longer and slows down the frequency of character turns. Have Edge Throw the Shurikens you found at Cave Eblan, and the Fuma found in the Sealed Cave. If you can follow this strategy exactly, the EvilWall should be defeated in about three rounds.

If you don't defeat the EvilWall before it reaches your characters, it will "Crush" one of your allies each turn thereafter. The game doesn't end until all of your characters are down. Cast Life1 (or gamble with Asura if you're feeling lucky) or use a Life on fallen allies. Don't worry about restoring people back to full health. Try to prolong the battle just enough to summon Leviatan once or twice more.

Kain the Traitor Once Again

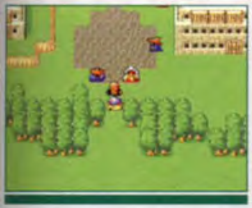
After the EvilWall battle, remove any equipment from Kain that you wish to keep, and return to the entrance of the Sealed Cave. There, Golbez takes control of Kain once again, and the Dark Crystal is stolen.

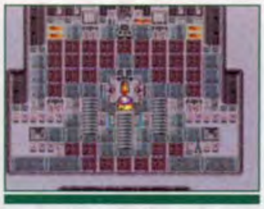
Report to King Giott

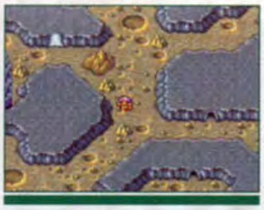
Return to the Dwarven Castle and speak with King Giott. He directs you to return to Mysidia, where the Lunar Whale is scheduled to appear. Cid will modify the Falcon so that you can break through the planet's surface. Now you may travel between the surface and the Underworld at will.

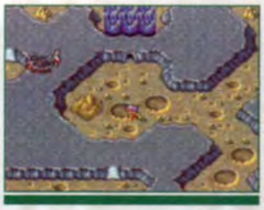
GUARDIAN OF THE LUNARIANS

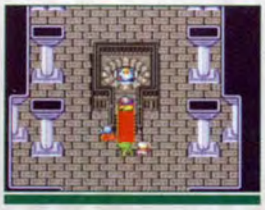
MAIN OBJECTIVES:


Return to Mysidia and speak to the elder.

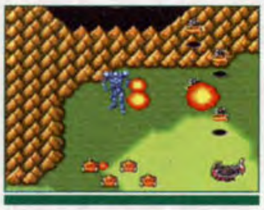

Enter the Lunar Whale and touch the crystal.

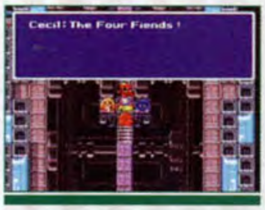

On the moon, travel the Lunar Paths.


Go west from the Lunar Paths to the Crystal Palace.

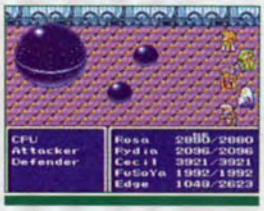

Meet FuSoYa, guardian of the Lunarians.

Return to Earth in the Lunar Whale.


Mount a counterattack against the Giant of Babil.



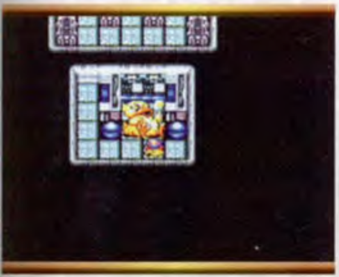
Defeat the Four Fiends once and for all.



Destroy the CPU.

MYSIDIA

Fly the Falcon to the northeast corner of the Underworld and position the craft directly over the black geyser. Press X to be transported to the world above. Fly east from the crater near Agart until you reach Mysidia. Speak to the elder, and the Mysidians will raise the Lunar Whale from the ocean floor.



Inside the Whale

To enter, move to the lower portion of the Whale and press X. The first room inside the Lunar Whale is the control room. Use the top control panel to fly across the world, and touch the central crystal to be transported to the moon. Only there will you learn the answers to the mysteries that face you.

At the bottom of the Whale is Fat Chocobo, which simplifies all your inventory-management needs. Just above is a set of hibernation chambers. You can rest in any one of them, thus negating the need to ever use an Inn again.

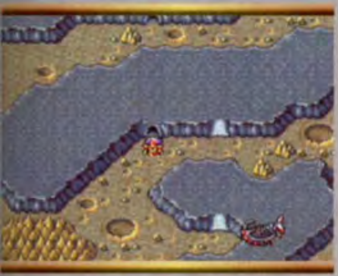
THE LUNAR PATH

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Crawler	1855	100	4	Casts Psych to drain your MP.	None	538	3437
Grenade	1820	108	4	Fire spells detonate it. Bolt spells cause Reaction, which destroys all enemies.	Bolt, Projec	630	2644
Juclyote	1700	116	5	Like Procyote, extremely poisonous.	None	1560	6999
MoonCell	980	102	5	Revives dead monsters using Arise.	None	1100	3237
Procyote	2600	120	5	Extremely poisonous monster.	None	1850	7999
Pudding	1357	116	255	Physical attacks are ineffective.	Ice	1300	3044
Red Worm	7000	120	5	Uses Absorb. High HP and attack pwr.	Fire	310	6303

Items Found

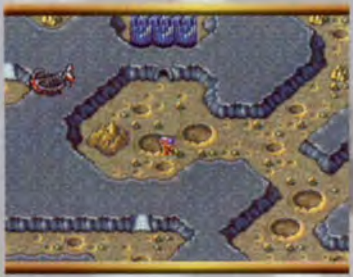
Au Apple
MoonVeil
Stardust



Once the Lunar Whale has settled over the moon, pilot the craft across the map until you spot the massive Crystal Palace. Then fly the ship just a little bit west of the palace and land on the gray plateau near a cave.

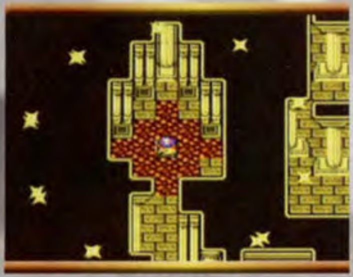
SUGGESTED LEVELS

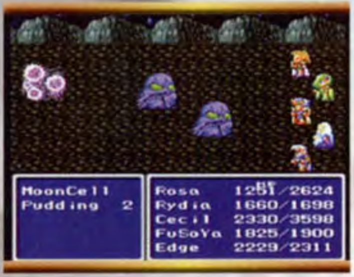
CECIL	ROSA
53	52
RYDIA	**EDGE**
51	47



Move down the incline to the cave and travel through the Lunar Path, gathering the items inside. Proceed to the top and exit back onto the moon's surface. Head east and take the bottom fork in the path downward until you find the second Lunar Path. Move down through this cave back to the surface, and head west to the cave under the Crystal Palace.

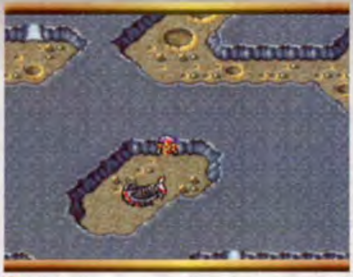
Be sure to engage in plenty of random battles, and get your characters up to the suggested levels for this area. Don't hesitate to return to the Lunar Whale for rest and recuperation.

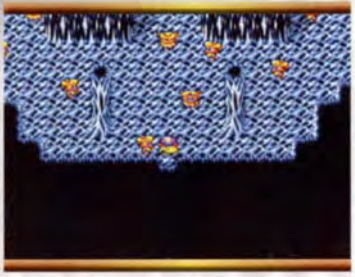




CRYSTAL PALACE

Left and right of the entrance are pads that restore HP and MP, and remove status effects. Clean yourself off and approach the dais in the center chamber, where the party meets FuSoYa, guardian of the Lunarians. The ancient wizard will join your party at level 50 with 1900 HP. He already has great equipment and knows a full complement of black and white spells. Plus, he has the ability to cast Regen on the entire party, which gradually restores HP throughout a battle. You'll be better off placing him in the back row with Rydia and Rosa, while Cecil and Edge fare better out front.





HUMMMINGWAY'S HOME

Fly directly south from the Crystal Palace until you notice a cave set into a small basin. This is the home of the Hummingways. If you want to change your name, find Namingway among the swarm of his look-alikes. You may also want to search out a certain Hummingway who will sell you powerful items such as Elixirs, Ether2s, Bestiaries, and Whistles.

CAVE BAHAMUT

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Behemoth	23000	154	4	Monster with high attack power.	None	65000	57000
D. Bone	12000	140	3	Venomous monster.	Fire	6750	14000
Ging-Ryu	7500	124	4	Dragon with silver scales.	None	19000	25000
Kary	4000	122	3	Special Hug attack causes Petrify.	None	3500	13000
RedGiant	14000	122	4	Cannot use magic, but has MP.	None	7000	18500
Warlock	5100	80	5	Casts Psych to absorb MP.	None	2400	17003

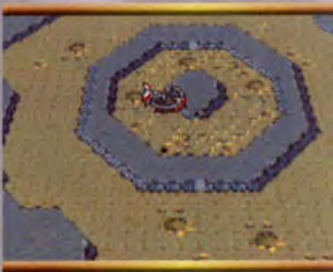
Items Found

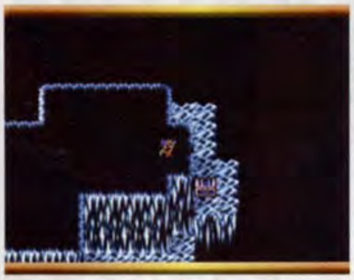
Genji (shield)
Genji (gloves)
Genji (armor)
Genji (helm)

SUGGESTED LEVELS

CECIL	ROSA
54	53
RYDIA	**EDGE**
51	48
FUSOYA	
50	

Although FuSoYa directs you to return to the Earth, your battles ahead will be much easier with the help of the god of summons, Bahamut. Be advised that Rydia cannot learn this summon until she has learned Leviatan. Bahamut resides in a cave within a crater directly east of the Crystal Palace. Land near the slope on the upper portion of the outer ring, and cross the surface to the cave's entrance.





Navigation

B1F

Move directly down from the entrance to the bottom of the screen. There, collect and equip the **Genji** gloves. Now move to the right and search for a hidden passage that leads through the block to the **Genji** shield. Head to the exit in the bottom right corner.

B2F

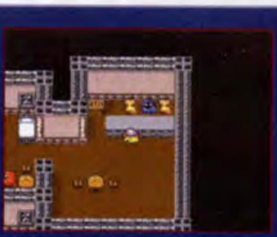
Get the Genji armor on the left and the **Genji** helm on the right. As you cross the narrow bridge to the north, you'll encounter the first of three Behemoths. These are incredibly tough monsters that somewhat resemble minor bosses in strength. Unlike Behemoths you will encounter later, you cannot run from the three found in Cave Bahamut.

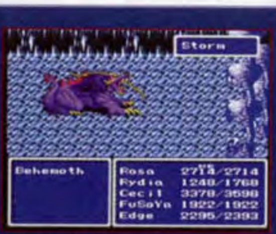
B3F

Two more Behemoths are encountered along the narrow path that leads to Bahamut's throne. You would be well advised to use the Exit spell after the last Behemoth fight to leave Cave Bahamut. Rest in the Lunar Whale and save your game before returning, because Bahamut is incredibly tough.

BEHEMOTHS

Three Behemoths are encountered in Cave Bahamut before reaching the end. The first is met on the narrow path at the northern end of B2F, near the exit to B3F. Two more are fought as you cross the narrow path leading to Bahamut's throne on B3F. Battles with these Behemoths are like mini-boss fights; you cannot escape them. Behemoths are highly resistant to most summon magic, but the Mist Dragon and Leviatan are both extremely effective against them. Avoid casting spells such as Meteo or Holy, however, because Behemoths will counterattack with a Storm spell that leaves all your characters with less than 10 HP. Start the battle by having Edge cast Image on himself, while Rosa casts Blink on the rest of the party. Afterward, have the men attack physically, Rydia summon the Mist Dragon or Leviatan, and Rosa heal the party as needed.



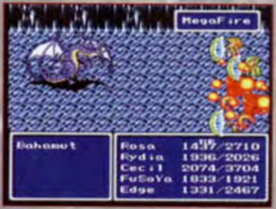


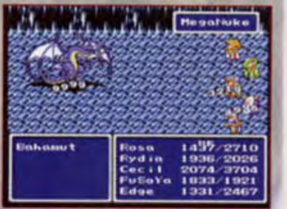
BOSS: BAHAMUT

HP: 45,001	EXP: 35,000	Gil: 0	ATK: 174	DEF: 1	Weak Vs.: None

Be sure to bring along all of your MoonVeils and StarVeils. As you might have read at the Library in the Land of Summons, there is a trick to defeating Bahamut easily.

If you defeated Leviatan prior to visiting Bahamut, there will be different dialogue: Rydia cannot learn Bahamut until she has learned Leviatan. When Bahamut does challenge the party to battle, have each character use a MoonVeil or StarVeil, and have Rosa cast Wall. Bahamut counts down from five to zero, then launches MegaFire. Characters who aren't protected by Wall, a StarVeil, or MoonVeil will be killed instantly, but those who are protected will reflect Bahamut's attack. If more than one character reflects the attack, Bahamut will do 9999 HP damage to himself each time he attacks. Meanwhile, resurrect the dead and cast Wall on them. Be sure to cast Wall every four rounds or so, in case the spell wears off. Attack Bahamut with weapons and magic when you can, to help speed the battle to its conclusion. After Bahamut nukes himself a few times, the battle is won and Rydia becomes able to summon Bahamut!





GIANT OF BABIL

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Beamer	3000	88	4	Small beam cannon.	Bolt	890	3199
Horseman	3500	126	5	Agile enemy with high attack power.	Bolt	1220	9699
Last Arm	3580	128	5	Uses Magnet and Fission.	None	338	8703
MacGiant	10000	128	4	Combat robot.	None	1500	31000
Machine	4900	118	3	Mechanized soldier.	Bolt	985	7999
Mech D.	18000	138	4	Detonates when HP is very low.	None	2550	41400
Searcher	5500	138	4	Alerts other monsters if you attack.	Bolt	900	15004

Items Found

Shuriken
HiPotion
Ether1
Alert
Yoichi (arrows) (x10)
SomaDrop
Ag Apple
Elixir

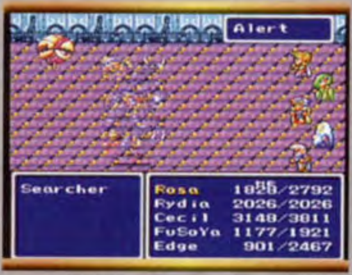
SUGGESTED LEVELS

CECIL	ROSA
56	55
RYDIA	**EDGE**
53	50
FUSOYA	
51	

Upon the party's return home in the Lunar Whale, the Giant of Babil emerges from the Tower of Babil and begins destroying the planet. Allies of the party engage the Giant in combat, which stops it momentarily. The heroes must travel through the Giant of Babil and destroy its CPU to deactivate it.

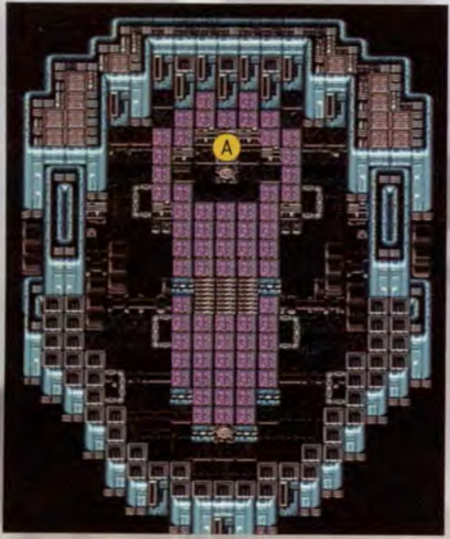
Searchers

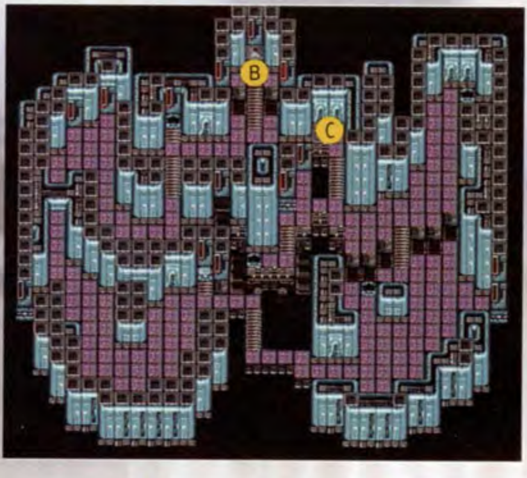
When a Searcher is encountered, have all your characters Parry until Rydia or FuSoYa can cook up a Bolt3 pell. Edge's Blitz attack won't be effective enough. You have to destroy the Searcher with one attack, or it mmediately summons other robots.

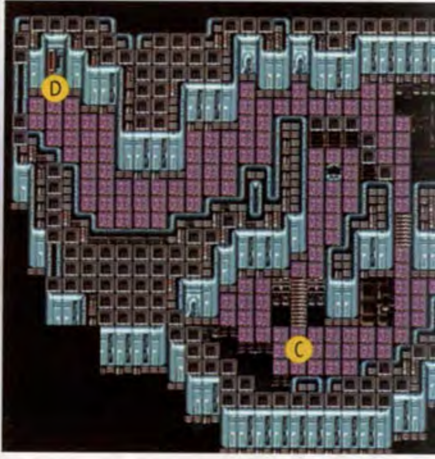


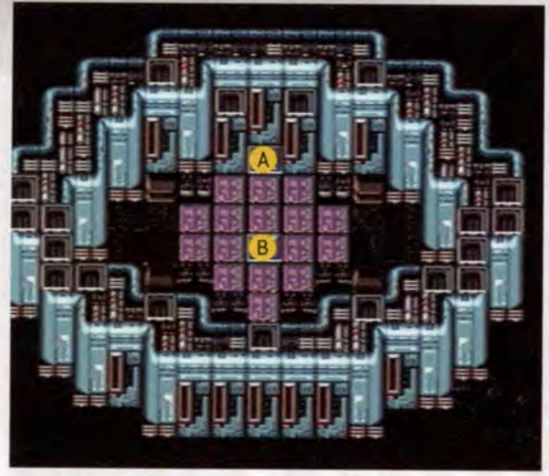
Navigation

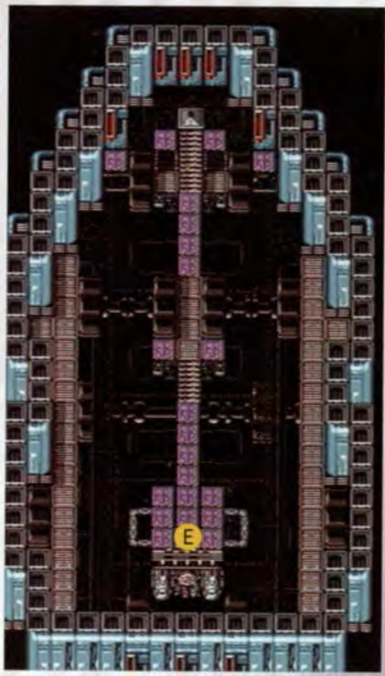
Use the maps to move downward from the Head through the Neck, Chest, Stomach, and Passage to the ave point. Be sure to save your game, because the Four Fiends have returned to give you more grief, all at nce!

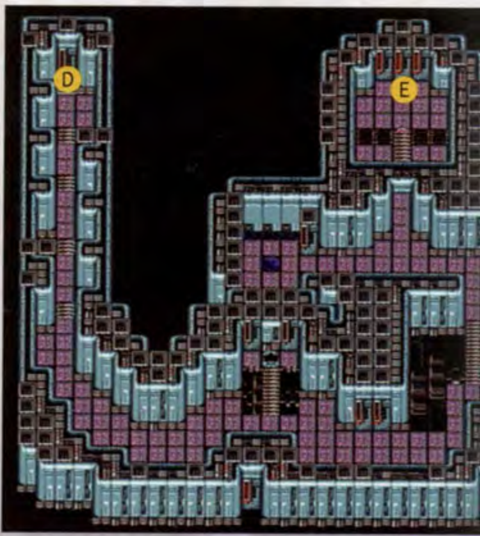










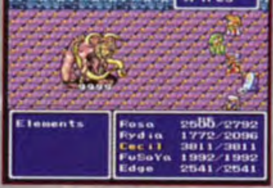


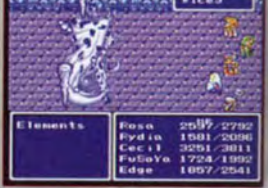
BOSS: FOUR FIENDS

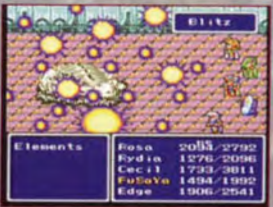
HP: 28.000 each
EXP: 62.500
Gil: 10.000
ATK: same as prev.
DEF: same as prev.
Weak Vs.: same as previous

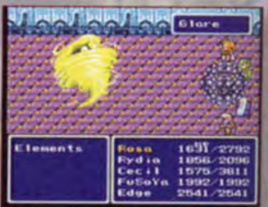
Each elemental demon has the same weakness as before, but different circumstances apply. Rydia's black magic spells will be much more effective than her summon magic. Cast Fire3 against Milon Z. to do maximum damage. Cast Ice3 against Rubicant, and cast Bolt3 against Cagnazzo and Valvalis. This time around, Rubicant will never close his cloak, so you need not worry that Ice spells might heal him. On the other hand, Valvalis will never come out of her tornado wrap, so her attacks will be fierce. Many Cure4 spells are required to survive.

Following the onslaught, be sure to return to the last save point. Use a Cabin and save your game before descending to the Core of the Giant.


```
Fire3
Elements   Rosa    2500/2792
           Rydia   1772/2096
           Cecil   3811/3811
           FuSoYa  1992/1992
           Edge    2541/2541
```

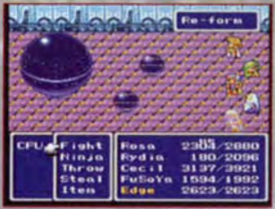

```
Ice3
Elements   Rosa    2597/2792
           Rydia   1581/2096
           Cecil   3251/3811
           FuSoYa  1724/1992
           Edge    1857/2541
```

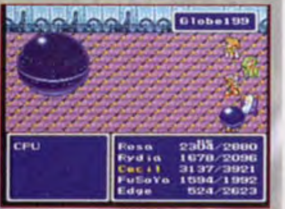

```
Blitz
Elements   Rosa    2093/2792
           Rydia   1276/2096
           Cecil   1733/3811
           FuSoYa  1494/1992
           Edge    1906/2541
```


```
Glare
Elements   Rosa    1691/2792
           Rydia   1856/2096
           Cecil   1575/3811
           FuSoYa  1992/1992
           Edge    2541/2541
```

BOSS: CPU, ATTACKER, DEFENDER

CPU	HP: 30.000	EXP: 50.000	Gil: 10.333	ATK: 174	DEF: 4	Weak Vs.: None
ATTACKER	HP: 3000	EXP: 50.000	Gil: 10.333	ATK: 116	DEF: 5	Weak Vs.: None
DEFENDER	HP: 3000	EXP: 50.000	Gil: 10.333	ATK: 116	DEF: 5	Weak Vs.: None


Re-form
CPU
Fight
Ninja
Throw
Steal
Item
Rosa 2304/2800
Rydia 180/2096
Cecil 3137/3921
FuSoYa 1594/1992
Edge 2623/2623


Globe199
CPU
Rosa 2304/2800
Rydia 1678/2096
Cecil 3137/3921
FuSoYa 1594/1992
Edge 524/2623

The Defender orb restores 3000 HP to the CPU every round, while the Attacker orb fires Maser for about 250-500 HP damage to each party member. Meanwhile, the CPU casts Wall to defend itself against magic.

Now comes the tricky part. If the two smaller orbs are both destroyed, the CPU will use its Globe199 to instantly KO two characters in one round! To avoid this, kill only the Defender orb to prevent it from healing the CPU. Keep the Attacker orb alive for now since Cure3 can easily repair the damage of its Maser attack. While Rosa and FuSoYa keep the party healthy, have the others attack the CPU physically. Once the CPU is gone, blowing away the Attacker orb should be no problem.

It's ready!
The holy sword Excalibur!

Auxiliary Firepower

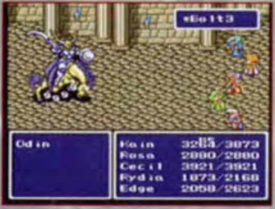
Kain rejoins the party aboard the Lunar Whale, and FuSoYa leaves to battle Zeromus. If you gave Kokkol the Adamant earlier, then the sword **Excalibur** will now be ready. Return to Kokkol's smithy in the Underworld to obtain it. With Excalibur, you should now be ready to defeat Odin, so that Rydia can summon the divine warrior.

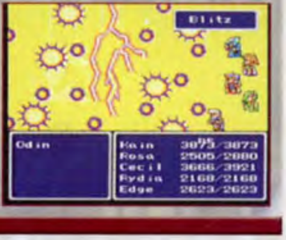
Cecil: Your Majesty...
King: Do not grieve.
Through death, I have
attained eternal power.

To face Odin, return to Castle Baron and descend to B1F in the east tower of the castle. The ghost of the former king appears, and tells you to return here after visiting the Land of Summons. If you've already been to the Land of Summons, the challenge of Odin will begin. If not, head there now and defeat Asura and Leviatan. Then return to Castle Baron and speak to the ghost again to fight Odin.

BOSS: ODIN

HP: 20.001	EXP: 18.000	Gil: 0	ATK: 116	DEF: 5	Weak Vs.: Bolt


Bolt3
Odin
Kain 3284/3873
Rosa 2880/2880
Cecil 3921/3921
Rydia 1873/2168
Edge 2058/2623


Blitz
Odin
Kain 3875/3873
Rosa 2505/2880
Cecil 3666/3921
Rydia 2168/2168
Edge 2623/2623

After Odin finishes three standard attacks, he will raise his sword arm and unleash his full power to KO the entire party. Therefore, you must defeat him quickly. Have Rydia use Bolt3 and Edge use Blitz. Rosa should attack with Bolt arrows. Combined with Cecil's attacks with Excalibur and Kain's Jump attack, you just might be able to conquer Odin before suffering defeat.

THE FINAL BATTLE

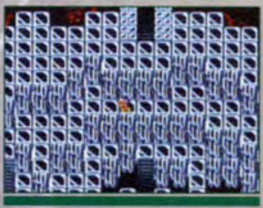
MAIN OBJECTIVES:

Return to the moon in the Lunar Whale.

Step on the portal to the Lunar Subterrane.

To the seeker of this
blade, I bring death!

Fight powerful treasure monsters.



Descend into the crystal world at the moon's core.

Zeromus! Show yourself!

Zeromus
Kain 4638/4638
Rosa 3521/3521
Cecil 4735/4735
Rydia 2677/2677
Edge 3320/3320

Defeat Zeromus to save the world.

LUNAR SUBTERRANE

BESTIARY

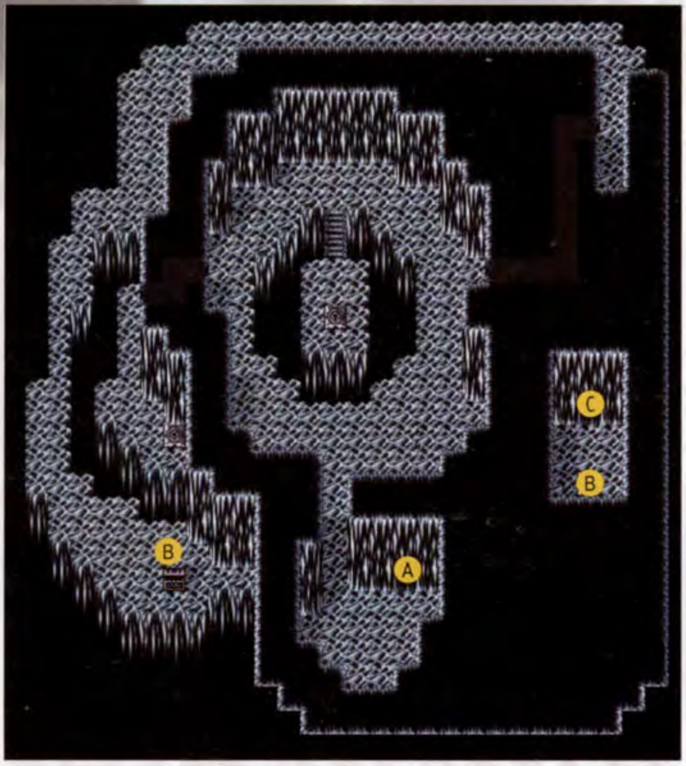
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Blue D.	15000	144	4	Uses Blizzard attack.	None	40200	36000
Breath	40000	154	0	Uses special attack Blast.	None	50000	60000
D. Fossil	12000	132	4	Uses bolt and paralysis attacks.	Holy, Fire	8100	15000
EvilMask	37000	128	4	Casts Wall to reflect your spells.	None	65000	50000
King-Ryu	8200	128	54	Uses Blitz and Entangle attacks.	None	23000	30000
Mind	20000	130	254	Casts Charm to confuse opponents.	None	50000	65000
PinkPuff	20000	154	5	Uses Song attack, causes Berserk.	None	55555	10000
Red D.	15000	162	4	Uses special attack Heat Ray.	Ice	65000	41500
Tricker	12000	174	3	Casts Scan on itself repeatedly.	Bolt	10700	20000
Veteran	25000	144	5	Casts Doom to KO your party.	Projec	65200	33333

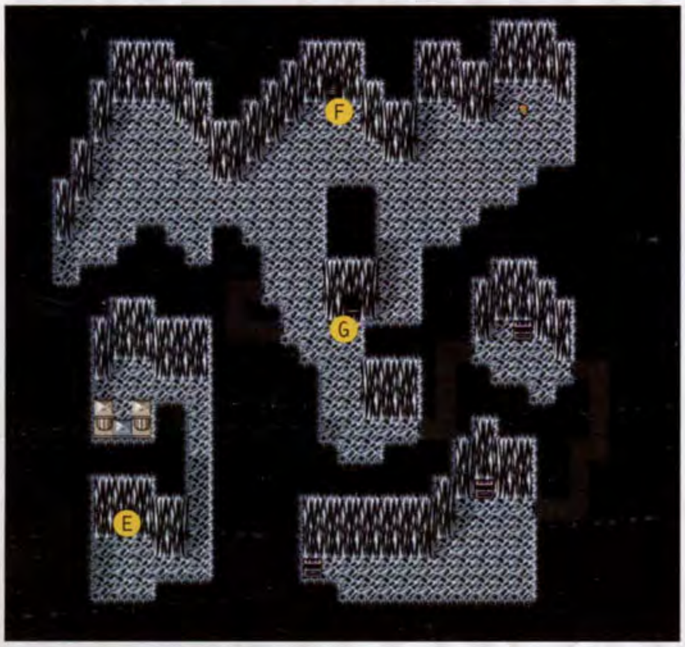
Items Found

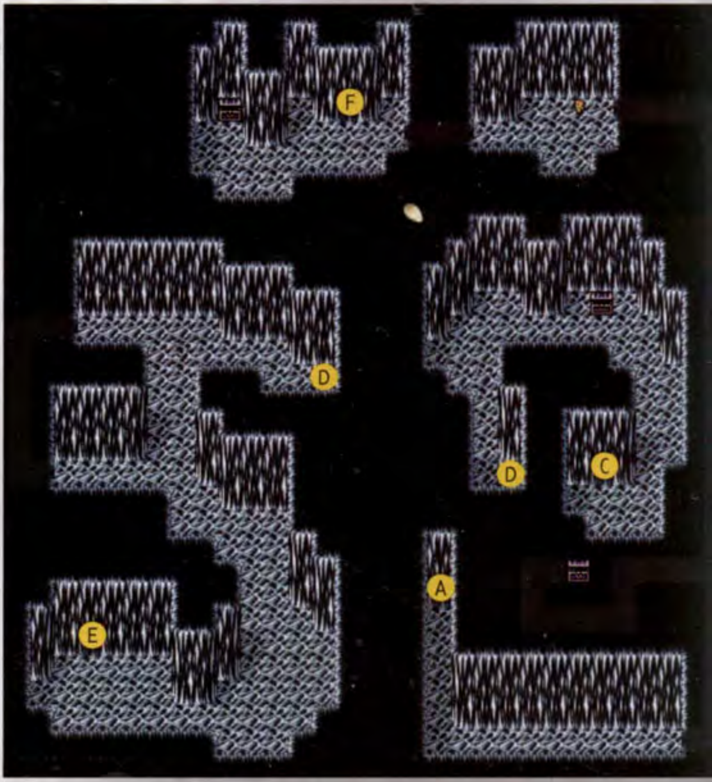
- *Ninja (clothes)*
- *Sage (staff)*
- *Murasame*
- *FireLash*
- *Dragon (shield)*
- *Dragon (helm)*
- *Dragon (armor)*
- *Dragon (gauntlets)*
- *Artemis (arrows) (2x10)*
- *Elixir (2)*
- *Blizzard*
- *X-Potion*
- *Stardust (rod)*
- *Crystal (shield)*
- *Protect (ring) (2)*
- *Crystal (armor)*
- *Crystal (gauntlets)*
- *White (robe)*
- *Crystal (helm)*
- *Fuma (4)*
- *Cabin*
- *Minerva (plate)*
- *Inferno*
- *Ribbon (2)*
- *HolyLnce*
- *Au Apple*
- *Ragnarok*
- *Masamune*
- *Whistle*
- *Crystal*

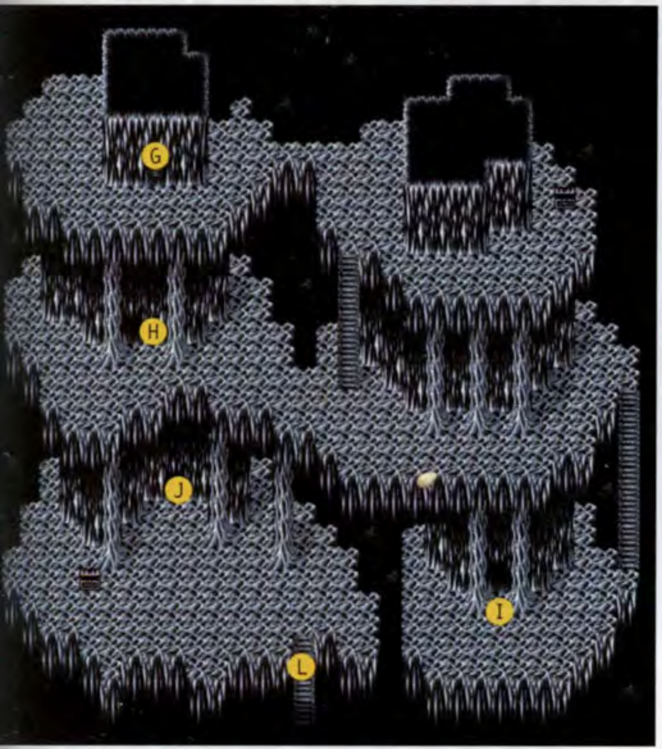
SUGGESTED LEVELS

CECIL	ROSA
57	56
RYDIA	**EDGE**
55	52
FUSOYA	
58	





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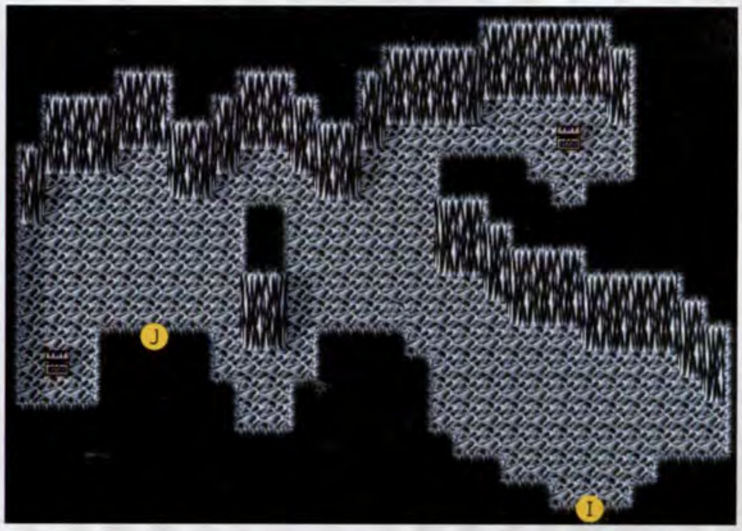
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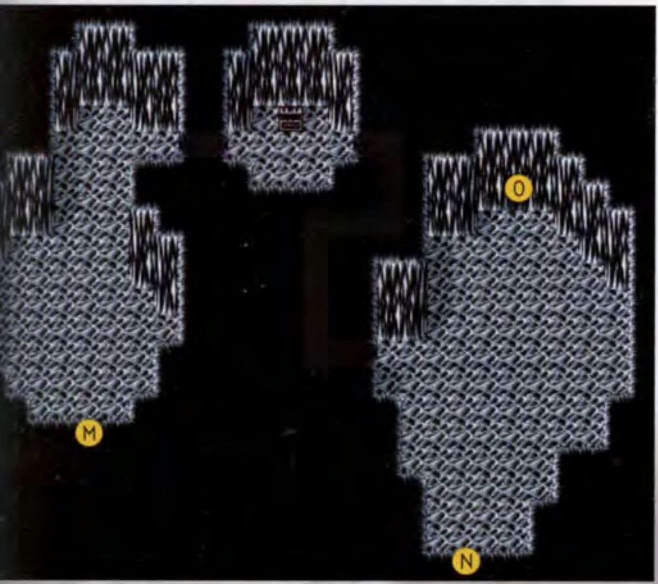
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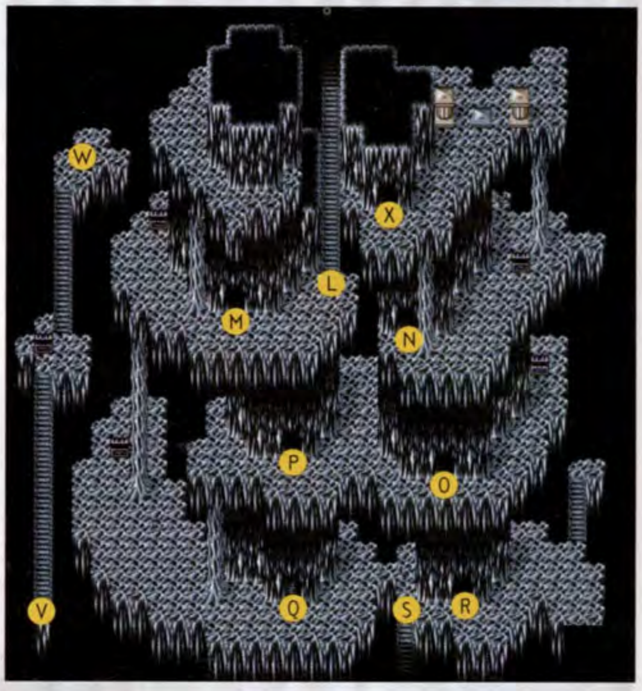
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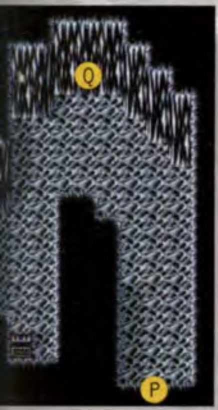
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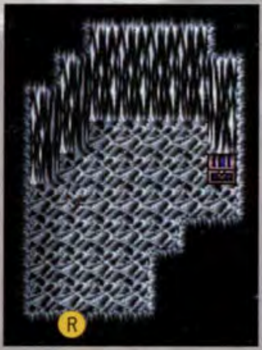
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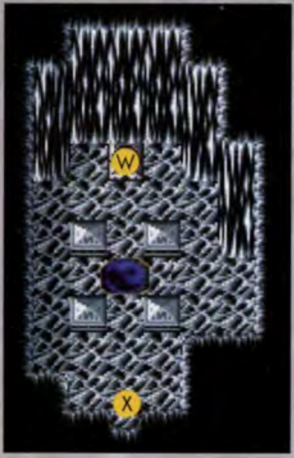
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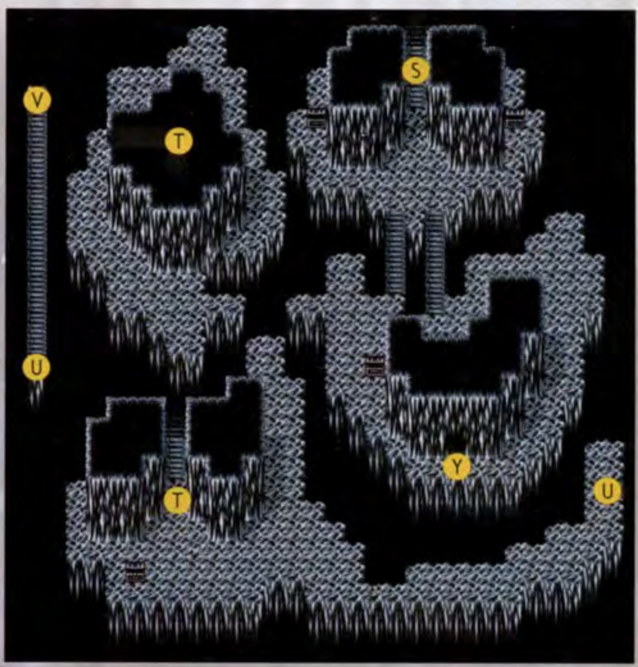
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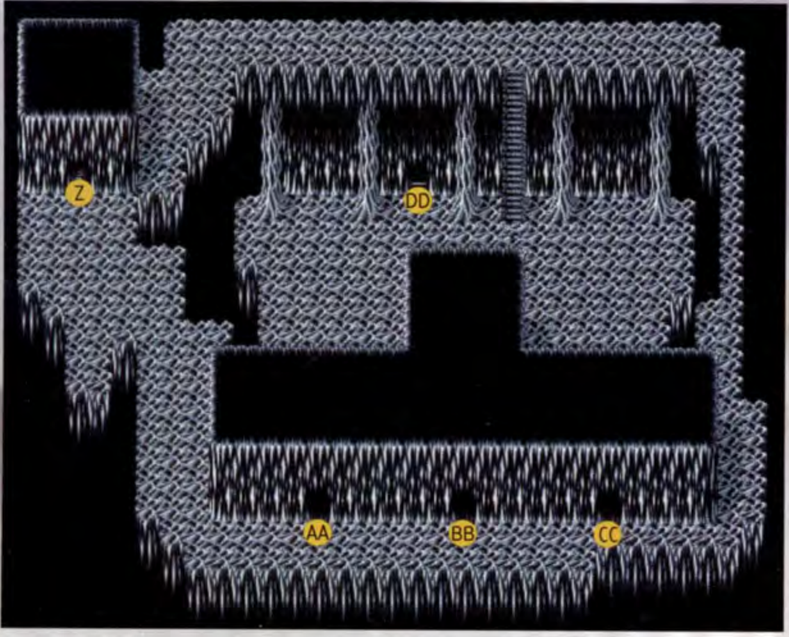
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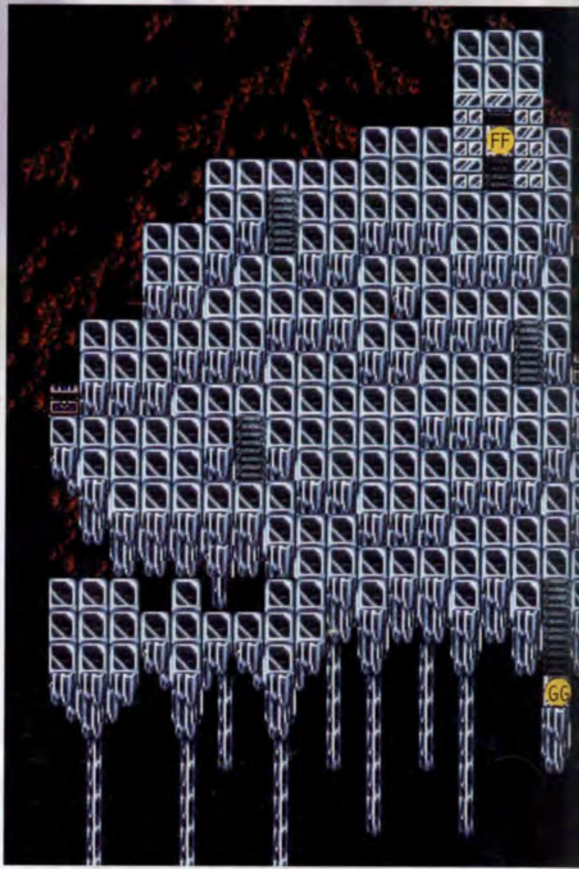
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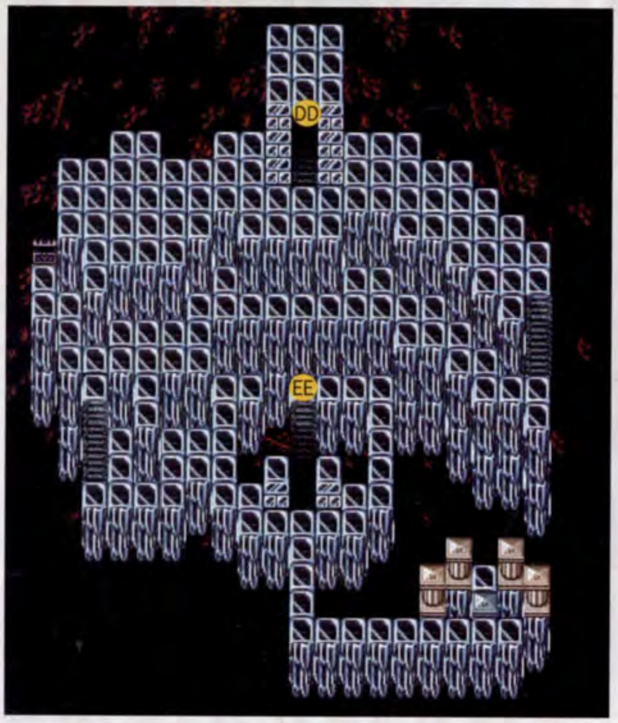
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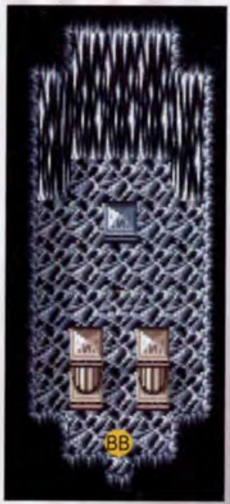
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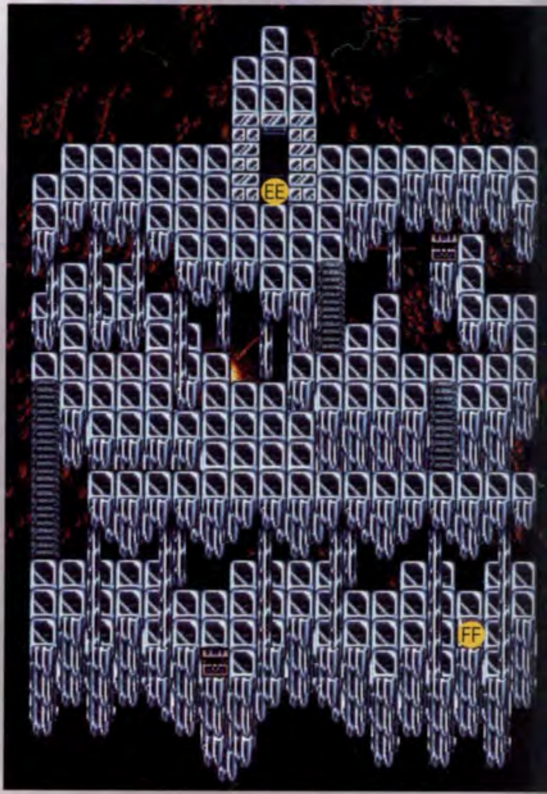
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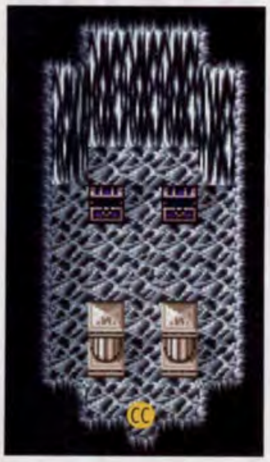
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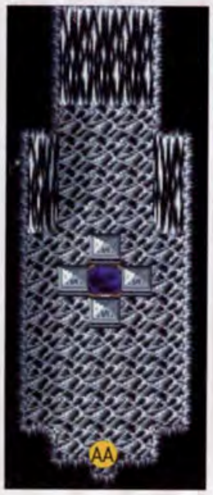
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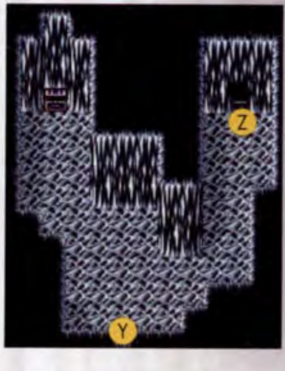
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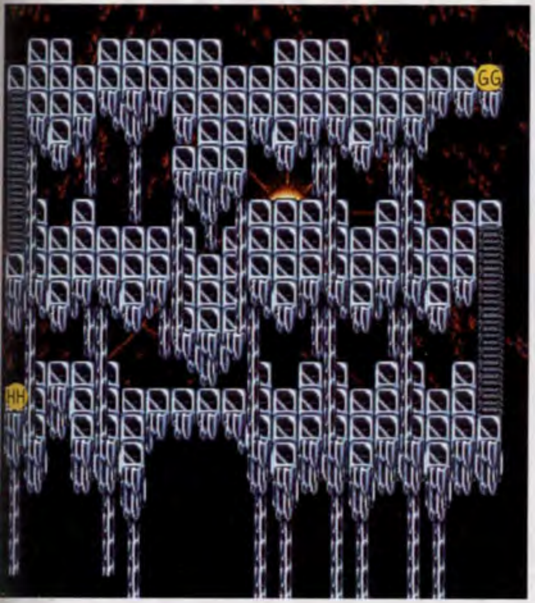
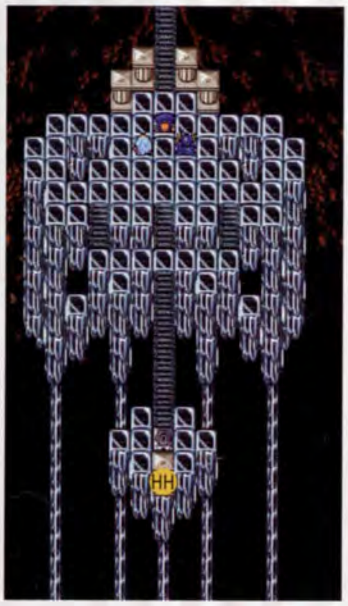




FuSoYa left the party to battle Zeromus, and you must follow to ensure that the universe is protected from the evil Lunarian. Along the way, several treasures marked on the maps are guarded by monsters. Proceeding further into the Lunar Subterrane, the enemies become increasingly difficult. However, the rewards and the EXP gained also increase by amazing amounts. You should be at the "suggested levels" listed before entering the core. Each character should gain about ten levels within the Lunar Subterrane to be ready for the final boss.

Several item markers on the maps are surrounded by white columns. Where there are pillars, there also exist extremely tough, special treasure monsters. The rewards for defeating these special enemies are the ultimate weapons. Consider them boss monsters. After defeating each one, you should cast an Exit spell to leave the Lunar Subterrane and recharge in the Crystal Palace on the surface. Then return and plunge further nto the depths. Use the maps to navigate the hidden passages and collect all the great loot, and follow the boss strategies to eliminate the treasure monsters. Finally, Zemus beckons.

BOSS: WHITE DRAGON

HP: 32,700
EXP: 55,000
Gil: 0
ATK: 156
DEF: 5
Weak Vs.: None

GaiaRage
White D.
Kain 585 582/3978
Rosa 2968/2968
Cecil 2617/4033
Rydia 2237/2239
Edge 2436/2706

Storm
White D.
Kain 96 3978/3978
Rosa 1393/2968
Cecil 0/4033
Rydia 1762/2239
Edge 1627/2706

The White Dragon can be challenged on level B3F, near the white pillars on the lower left side. Cast Float on the entire party before engaging the dragon in battle, so that its GaiaRage spell will be ineffective. Rosa should counter Slow spells with Haste. Avoid Bolt magic, as the White Dragon absorbs it. Rydia should summon Bahamut or cast Flare, while the other party members attack normally. Rosa should prepare a Cure4 spell every round, even if the party doesn't seem to need it. The White Dragon can take the entire party down to less than 10 HP with its Storm attack. The prize for defeating the White Dragon is Edge's **Murasame**.

BOSS: WYVERN

HP: 60,000
EXP: 64,000
Gil: 0
ATK: 160
DEF: 5
Weak Vs.: None

MegaFire
Wyvern
Kain 4410/4410
Rosa 3329/3329
Cecil 4496/4496
Rydia 2604/2604
Edge 3130/3130

MegaFire
Wyvern
Kain 0/4410
Rosa 3329/3329
Cecil 4496/4496
Rydia 458/2604
Edge 0/3130

On level B6F of the Lunar Subterrane, navigate through the hidden passage on the left to the bottom of the area. The teleport pad on the far right side moves the party to the stairwell on the left. Ascend until you reach a room with a save point. Beyond it, at the very top of level B5F, is the sacred ground where the Wyvern resides.

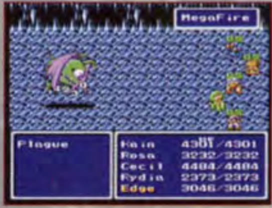
Although it's possibly one of the fiercest treasure monsters on the moon, keep in mind that the Wyvern is merely a super-version of Bahamut, and you can use the same strategy to defeat it!

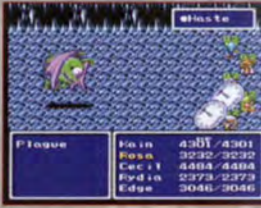
Before you get a turn, it will mostly likely kill one or more of your characters with its MegaFire attack. Immediately have Rosa cast Cure4 on the survivors, and have each character use a StarVeil or MoonVeil. Then have Rosa resurrect fallen comrades with Life2, and the others use StarVeils or MoonVeils on those comrades once they're back in action. If the Wyvern casts Wall on itself, reflect Rydia's black magic spells off one of your party members to strike the monster. Also, have Rydia summon Bahamut, while everyone helps finish the Wyvern with their regular attacks.

The reward for defeating the Wyvern is Cecil's **Ragnarok**, the most powerful of holy swords. Equip it and watch his attack power skyrocket!

BOSS: PLAGUE

HP	EXP	Gil	ATK	DEF	Weak Vs.
33,333	31,108	550	146	5	Projec


MegaFire
Plague
Kain 4301/4301
Rosa 3232/3232
Cecil 4484/4484
Rydia 2373/2373
Edge 3046/3046


Haste
Plague
Kain 4301/4301
Rosa 3232/3232
Cecil 4484/4484
Rydia 2373/2373
Edge 3046/3046

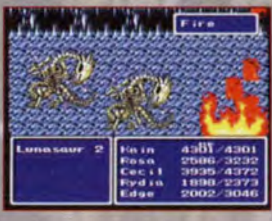
The lair of the Plague stands on level B7F, right next to the save point. Be sure to at least record a Memo save before attempting this. The Plague starts the battle by casting Doom on the entire party at once, initiating a countdown. Have Rosa fire Artemis arrows while Kain attacks or Jumps with a spear, in order to exploit the creature's weakness against projectiles. Rosa's Holy spell is also very effective against the Plague. Meanwhile, have Rydia summon Bahamut as many times as possible before the countdown reaches zero. Edge should throw something powerful.

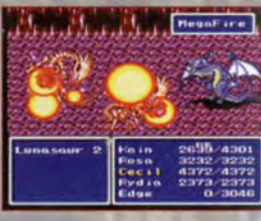
If it looks like you can't defeat the Plague before the initial countdown reaches zero, KO one of your party members and then revive him or her when the countdown has reached 4 or so. Whenever a KO'd party member is revived, the Plague will cast Doom on the party again, thus resetting the countdown on all surviving targets. If the additional time still isn't enough, repeat the process. Use Life or the spell Life1 to resurrect one character with just enough HP that he or she can be easily KO'd again if necessary.

The prize for eliminating the Plague is Kain's **HolyLnce**.

BOSS: LUNASAURS

HP	EXP	Gil	ATK	DEF	Weak Vs.
23,000 ea.	29,500 ea.	0	144	4	None

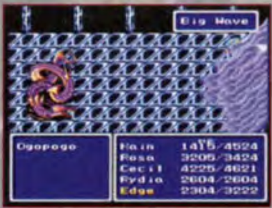

Fire
Lunasaur 2
Kain 4301/4301
Rosa 2586/3232
Cecil 3935/4372
Rydia 1898/2373
Edge 2002/3046

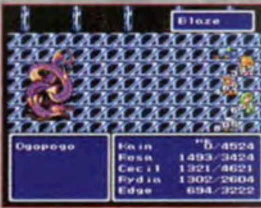

MegaFire
Lunasaur 2
Kain 2655/4301
Rosa 3232/3232
Cecil 4372/4372
Rydia 2373/2373
Edge 0/3046

The two **Ribbons** are protected by the Lunasaurs on level B7F, next door to the lair of the Plague. When the Lunasaurs cast Wall to protect themselves, have Rydia and Rosa reflect Fire and Holy spells off one of your party members to strike the monsters. Meanwhile Rosa should prepare to cast Cure4 often, since the Lunasaurs have a few tricks up their sleeves. By the time one of the Lunasaurs is gone, the Wall spell will probably have worn off the other one. Have Rosa cast Slow on the remaining monster, so that dead characters can be resurrected and the rest of the battle gets a little easier. Thus, most of the burden lies on Rosa, while the other characters attack normally. Afterward, you may gather the Ribbons. Return to the save point and save your game before moving onward.

BOSS: OGOPOGO

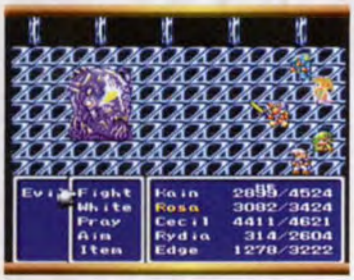
HP	EXP	Gil	ATK	DEF	Weak Vs.
50,000	61,000	0	150	4	None


Big Wave
Ogopogo
Kain 1415/4524
Rosa 3205/3424
Cecil 4225/4621
Rydia 2604/2604
Edge 2304/3222


Blaze
Ogopogo
Kain 5/4524
Rosa 1493/3424
Cecil 1321/4621
Rydia 1302/2604
Edge 694/3222

The white pillars on level B8F in the moon's crystal core mark the place where the characters will obtain Edge's Masamune. But just as the heroes start to walk away with the treasure, Ogopogo attacks.

This super-version of Leviatan is quite a bit tougher than the Wyvern, since the reflective strategy does not apply. Have Rydia summon Bahamut each turn, while Rosa desperately tries to keep everyone else alive. Edge should throw any expendable weapons from your inventory. If everyone seems to be staying alive between the double Big Wave assaults, then have Rosa cast Holy to bring the battle to a swift conclusion. Then you may truly claim and equip Edge's **Masamune**.


Evi
Fight
White
Pray
Aim
Item
Kain 2855/4524
Rosa 3082/3424
Cecil 4411/4621
Rydia 314/2604
Edge 1278/3222

Super Villains

As if the monsters in the Lunar Subterrane weren't difficult enough, the encounters in the crystalline lunar core border on nightmarish. A frequently encountered monster named EvilMask casts Wall on itself or the party. This makes magic use extremely difficult, especially casting Cure spells on your fellow fighters. Just allow characters to be killed, which nullifies the Wall spell. Then have Rosa cast Life2 on the fallen member. Summon Bahamut and use regular attacks to defeat EvilMasks.

Behemoths are frequently encountered on the lower levels of the core. Just fire away and destroy them as quickly as possible. You'll also encounter triple Red Dragons. The other dragons can't fit onscreen, so they will appear one after another. Use Edge's Flood spell and target Rydia's Ice3 spell at multiple opponents to make the job easier.

MegaFire
Red D. 3
Kain 4088/4524
Rosa 2144/3424
Cecil 3981/4621
Rydia 2674/2677
Edge 1410/3222

Mind and Breath

Level B11F proves most challenging, since it is dominated entirely by semi-boss monsters called Mind and Breath. These are the astral projections of Zemus, and they are quite intimidating.

Reporting to Master Zemus.
Breath
Kain 4638/4638
Rosa 3521/3521
Cecil 4735/4735
Rydia 2677/2677
Edge 3320/3320

Against the orange-colored Breath monster, you have about ten rounds in which to destroy it before it launches its massive Blast attack, which levels the entire party to below 10 HP. Until then, it will continually Scan your party members and nothing else. Pound it with your regular attacks. Summoning and casting magic against Breath is a waste.

If you encounter the purplish Mind enemy, escape, cast Exit, or use Edge's Smoke skill to get away. The Mind is capable of casting Charm to confuse the entire party at once, and what happens next isn't funny. The Breath monster is more rewarding to kill anyhow, so don't waste your time on the Mind.

●Charm
Mind
Kain 2455/4638
Rosa 3259/3521
Cecil 4144/4735
Rydia 2677/2677
Edge 676/3320

Battle of the Lunarians

On level B12F of the lunar core, the party will witness a battle where Golbez and FuSoYa defeat Zemus quite easily. But the villain is not to be outdone yet. In its new spectral form, Zeromus absorbs magic and spits it right back at the duo, wiping the floor with them. The party will be KO'd as well, but your friends back home send you their energy to help you defeat the evil.

ZEROMUS

The final battle is now at hand. This confrontation is quick-paced and dangerous, so be on your toes. Here are some tips to help you finish the game in style so that you can view the much-deserved ending.

Your party should be at the following levels in order to defeat Zeromus successfully. If not, expect to be wiped out in three or fewer rounds. The characters need all the speed and agility they can muster. For an even simpler battle, make your characters gain another ten levels each.

SUGGESTED LEVELS

CECIL	ROSA
67	66
RYDIA	**EDGE**
64	64
FUSOYA	
68	

The Dark Matter

Cecil must use the Crystal to make Zeromus reveal its true form, so that it can be vulnerable to attack. s Know in advance that Zeromus's true form uses an attack called Big Bang, which damages all of your party by 2000· HP. That's a lot of damage to recover from. There is a way to dampen the effect of the Big Bang. Before using the Crystal on Zeromus, have Edge steal the **DkMatter** item from the creature. With this item in your inventory, the Big Bang's poison-like aftereffects won't be as harmful. Just have all the characters Parry, and when it's Edge's turn try to steal. However, snagging the DkMatter can be a time-consuming process, especially if Edge's character level is low. You will probably find it worthwhile, though, so just be patient.

Each Desperate Turn

Whether or not you've stolen the DkMatter, have Rosa cast Shell on the entire party, then wait until Cecil's next turn and use the Crystal on Zeromus. After it transforms, Rydia should summon Bahamut or cast Flare and Rosa should prepare a Cure4 spell even if Zeromus hasn't performed Big Bang yet. Since you certainly won't need them after this battle, have Edge throw any high-powered weapons not currently equipped, such as Excalibur, the Defense sword, or the HolyLnce. Any of these will easily take down 9999 HP.

eromus is mostly a counterattacking beast, meaning that it doesn't attack until you do, and its barrage will eventually taper off if you stop ttacking. So if half your party is decimated and needs to be revived, stop attacking! Zeromus may attack once or twice more, but eventually ou will get some time to restore fallen characters. Also, whenever Zeromus casts Black Hole to remove your protective magic, recast Shell or rmor.

QUEST COMPLETE

hat should just about do it for Zeromus. You've just completed one of the hardest RPGs ever made. If you get killed the first time, don't stress ut because ***I got creamed too!*** Maybe you should level up your characters some more in the Lunar Subterrane, or perhaps you should try a litte harder to steal that DkMatter. Either way, don't shut your machine off because a brand new CG plays before the credits, and it's really aweome. So now what? Use your last save to go back and try harder to gain rare items, or to encounter a PinkPuff. More details follow in the **ecrets** chapter...

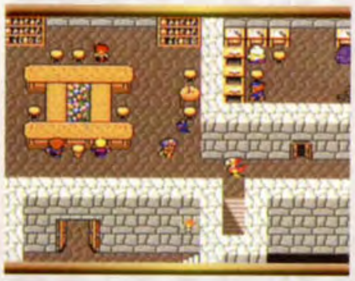
GAME SECRETS

This section is full of extras, cheats, and side quests to engage in while playing *Final Fantasy IV*. These include events that occur outside of the story, and monsters that yield nice treasures.

RARE ITEMS IN THE WORLD AND LUNAR SUBTERRANE

Each time you win a random battle against one of these monsters, there is a slim chance that you will win an item. There is an *even slimmer* chance that the item will be one of these rare treasures.

RARE ITEM	ITEM DESCRIPTION	MONSTER(S)
Artemis	The best bow.	Kary
Glass	This helm prevents most status effects.	EvilMask
Zeus	Effective gloves against giant monsters. Prevents Mini.	Skulls, RedBones
CrysRing	Prevents Sleep, Paralyze, and Confuse.	Red D.
PwrVest	Raises Strength stat, but only provides average defense power.	Behemoth
Cursed	This ring absorbs fire, bolt, and ice attacks, but lowers stats.	Spirit, Soul, Ghost, Hooligan, D.Bone, D.Fossil
Dragon	Powerful dragoon spear.	Blue D., Red D.
PinkTail	Trade this item for the Adamant armor at Adamant Grotto.	PinkPuff
Gorgon	This sword can cause Gradual Petrify.	BlackLiz, Medusa, Gorgon
Serpent	Rydia's whip. Effective against dragon-type monsters.	Blue D.
Lilith	Absorbs the enemy's HP. Use this rod to cast Drain.	Lilith
Rune Axe	Most powerful axe. Strong against magic users.	MacGiant, RedGiant
Silence	This staff causes Silence. Also improves the Will stat.	Marion, Sorcerer, Conjurer
Cocatris	Teaches Rydia how to summon Cocatris.	Eagle, Cocatris, Roc Baby
Imp	Teaches Rydia how to summon Imp.	Imp, Imp Cap, Dark Imp, Tricker
Bomb	Teaches Rydia how to summon Bomb.	Bomb, GrayBomb, Balloon, Grenade
Mage	Teaches Rydia how to summon Mage.	Mage



DEVELOPERS' ROOM

There is a Developers' Room inside the Dwarven Castle, where you will run into some of the staff like Mr. Sakaguchi and Mr. Uematsu. To get there, go to the Rally-ho Pub. The pub entrance is hidden between the Weapon and Armor Shops on the second floor. Inside the pub, there is a secret passage that starts from the bottom right wall. Go through the wall and to the Developers' Room.

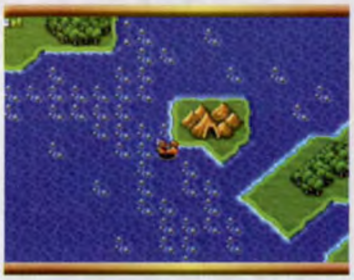
Here, take this, and smack that no-good in the head, will ya?

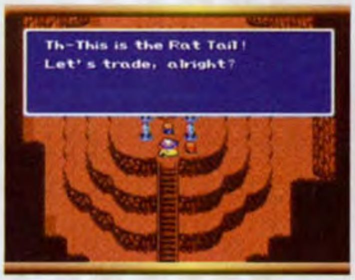
THE SYLPH SUMMON AND THE KNIFE

While in the Underworld, head to the Sylvan Cave located near the Tower of Babil. Use the maps in the Sylvan Cave section of the Walkthrough to work your way to the bottom of the cave. Inside a small house, Yang rests in bed. Attempt to talk to Yang and the Sylphs. Later, speak to Yang's wife in Fabul. She gives you the **Pan**. Take the Pan back to Yang in the Sylvan Cave and use it on him. Talk to the Sylphs to acquire the **Sylph** summon. Go back to Fabul and talk to Yang's wife again to receive the **Knife**. Note that you must visit the Sylvan Cave before going to the moon in order to get the Knife.

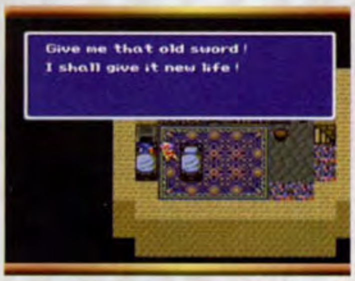
If you don't want to bother going back and forth between the Underworld and the surface, there's another way to acquire the Sylph summon; however, you won't get the Knife. Simply go to the Sylvan Cave after the Giant of Babil sequence and speak to the Sylphs. Yang won't be there, but the Sylphs will still teach Rydia how to summon them.

XCALIBUR





Th-This is the Rat Tail!
Let's trade, alright?



Give me that old sword!
I shall give it new life!

ollect the Rat Tail from the and of Summons. Then head to ythril Village with the hovercraft ooked to the Enterprise. Now ollow the shallows southeast to e cave. This is Adamant Grotto. nce inside, walk straight ahead nd talk to the character in blue. and him the Rat Tail and he ill reward you with a piece of **Adamant**. Now go back to the Underworld and head south to Kokkol's Smithy. Go upstairs and hand Kokkol e piece of Adamant you received, and he will make you the **Excalibur** sword. You must travel to the moon before the sword will be ready.

HE ADAMANT ARMOR

here is a single room on B5 of the Lunar Subterrane, right before descending to B6, wherein the party can find the Inferno item. Here, you ave a very slim chance of encountering a creature called a PinkPuff. Use the Alert item to try to call PinkPuffs immediately. After defeating em, you might receive the PinkTail if you are lucky; this item is very difficult to obtain. Take the PinkTail to the tail collector in Adamant rotto to receive the **Adamant** armor.

TEM DUPLICATION TRICK

ollow these steps exactly to duplicate any weapon or shield. These items can then be sold for massive amounts of money, or Edge can throw em at enemies to cause great damage! This is a great way to counteract the high prices of items in the shops.

. Equip Cecil with the Ancient sword, which can be sold for 9500 Gil. (There are other weapons that sell for even more.) Then engage in a random battle in an area where the enemies aren't too tough.

. When it's Cecil's turn, choose the Item command. Select an empty space in the inventory **first**, and **then** remove the Ancient sword from Cecil's right hand.

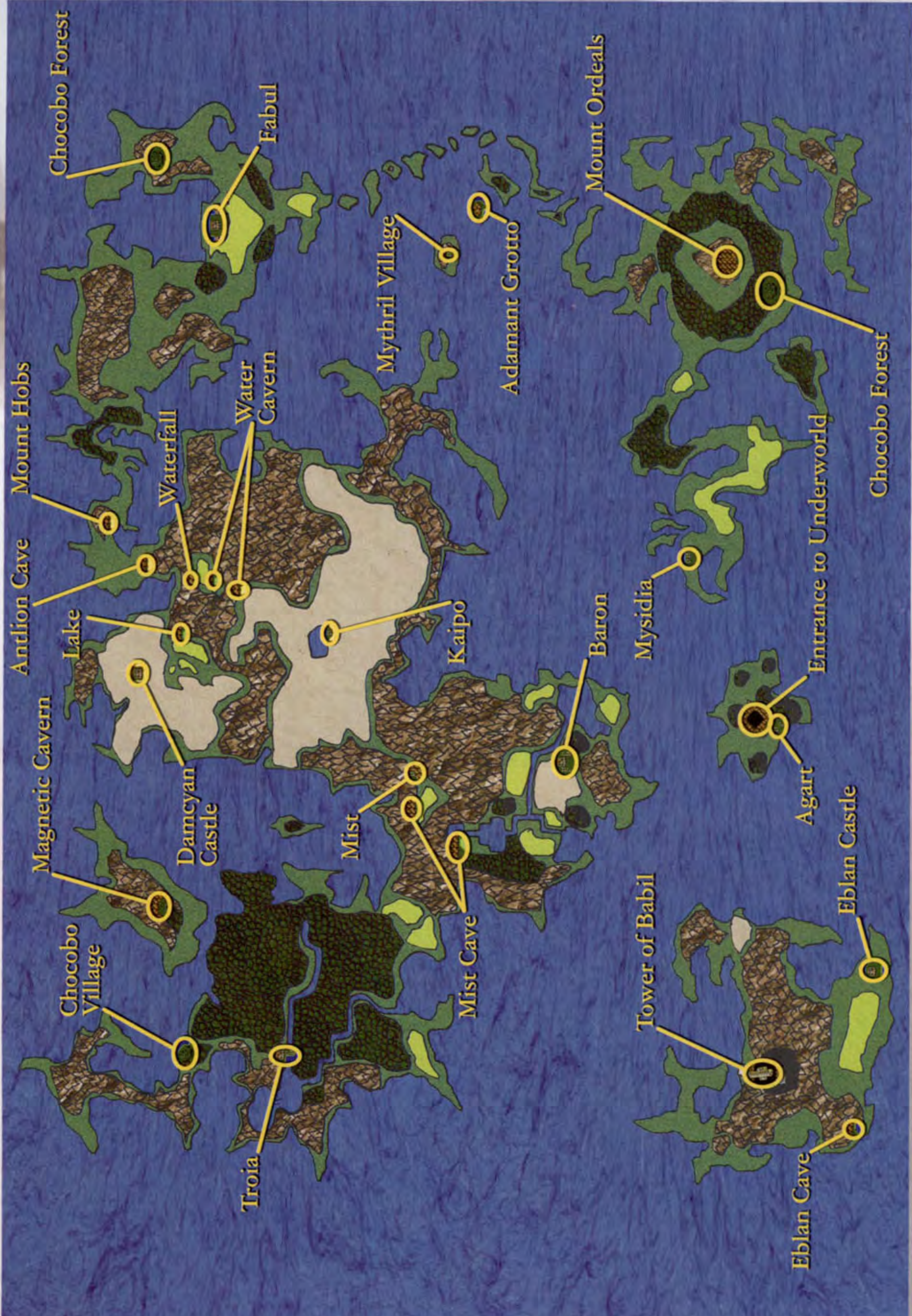
. Finish the battle and open the menu. Equip Cecil with the Ancient sword. Only this time, it shows that there are two Ancient swords in his hand.

. To separate the swords, remove the two Ancient swords from Cecil's hand again. Then equip it again right away. This time, only one Ancient sword will be equipped in his hand and the other will remain in the inventory.

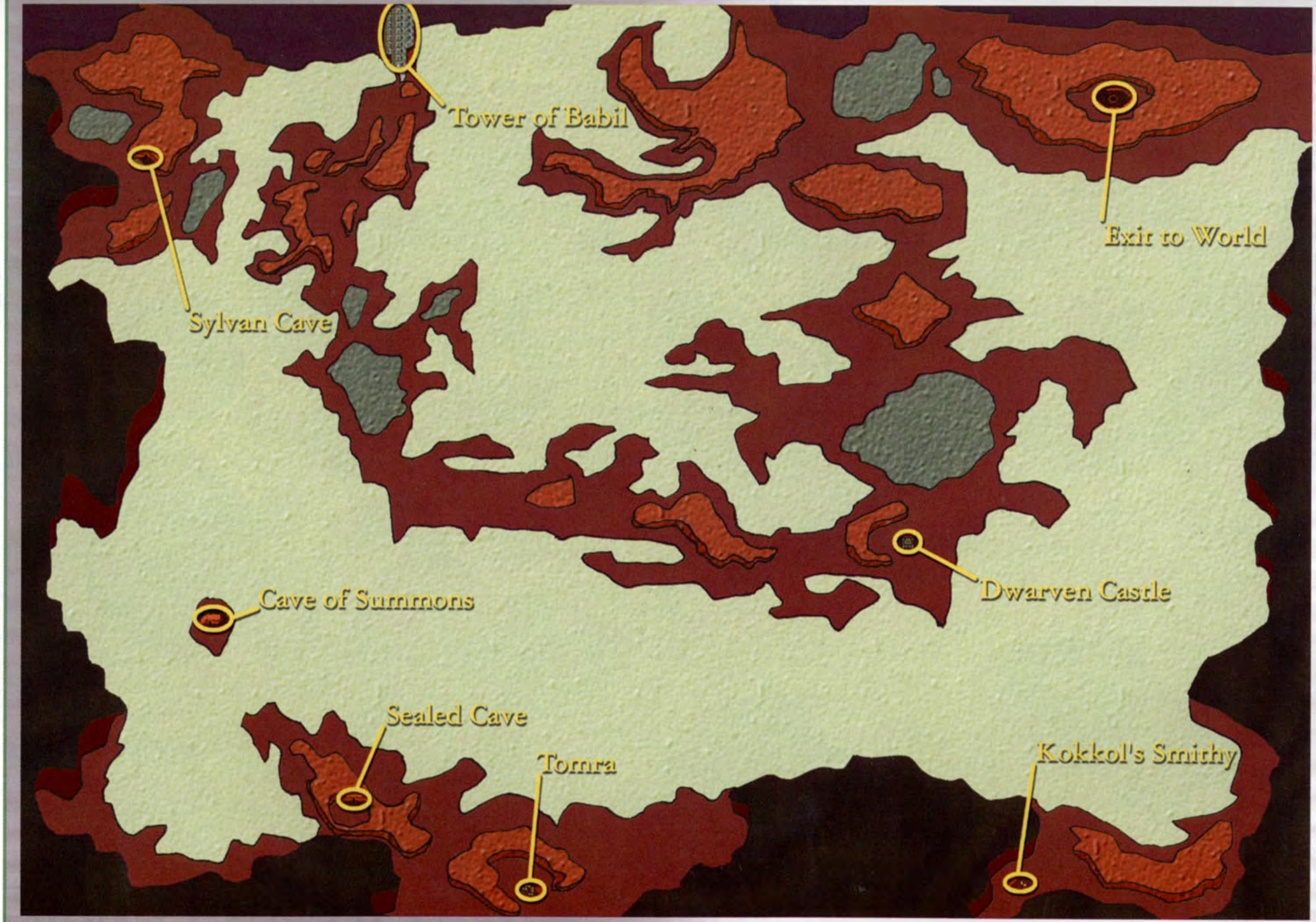
. Stack up as many Ancient swords as you like. When you reach 100 or so (one inventory slot can hold up to 99), you can trade them in for 950000 Gil! Now you're fully financed, and you can purchase whatever armor and items you need for the road ahead.

WORLD MAPS

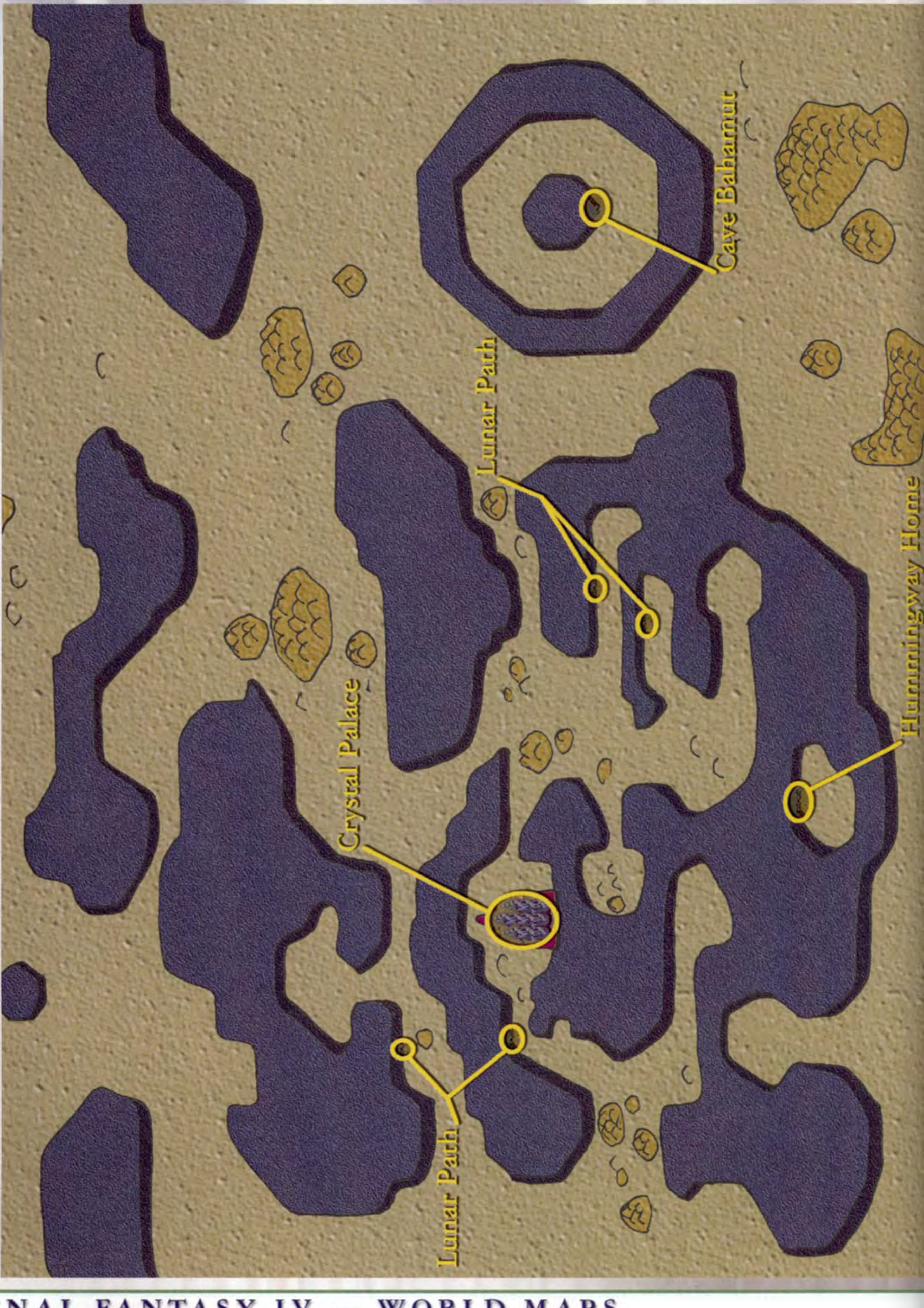
WORLD


Chocobo Forest
Fabul
Mythril Village
Adamant Grotto
Mount Ordeals
Chocobo Forest
Mount Hobs
Waterfall
Water Cavern
Antlion Cave
Lake
Kaipo
Baron
Mysidia
Entrance to Underworld
Magnetic Cavern
Damcyan Castle
Mist
Agart
Eblan Castle
Chocobo Village
Mist Cave
Tower of Babil
Troia
Eblan Cave

UNDERWORLD


Tower of Babil
Exit to World
Sylvan Cave
Dwarven Castle
Cave of Summons
Sealed Cave
Tomra
Kokkol's Smithy

MOON'S SURFACE


Lunar Path
Crystal Palace
Lunar Path
Cave Bahamut
Hummingway Home

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VI

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INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

I first played *Chrono Trigger* about six years ago, and it has always stuck out in my mind as one of the best RPGs ever made. I was a bit leery about a PlayStation conversion, but my fears were firmly laid to rest by the eloquence with which Square has refurbished the game. Every bit of fun found in the original version is still here, and the new anime cutscenes are a welcome addition. Animator Akira Toriyama is the world-famous creator of *Dragon Ball* and *Dragon Ball Z*. The characters he designed for *Chrono Trigger* are still just as endearing as any of his other great creations. Plus, new features such as the Extras Mode give this version of my favorite RPG an even greater replay value!

So with all my praising aside, please enjoy *Chrono Trigger*. I sincerely hope that the guide we've assembled does justice to this fantastic gaming treasure!

-Dan Birlew

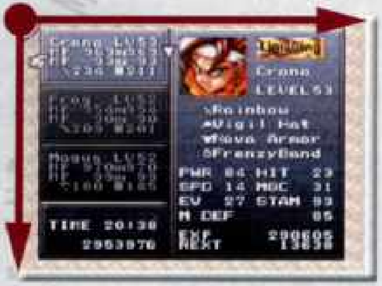
CHARACTERS

CHARACTER-SPECIFIC ITEMS

Each character specializes in a certain type of weapon, so when you change weapons in the menu, only the weapons that pertain to each character are shown. Therefore, weapons are found under that character's description in this section. Some helmets and pieces of armor are also gender or character-specific. Check the tables in the **Equipment** section for details.

CHARACTER STATUS

If you open the character menu and select any of the party members, you can see that each has a set of statistics that determines their strengths and weaknesses. These statistics can all be improved by equipping weapons and accessories with status bonuses, or by "Leveling Up". When a statistic reads "**", it means that the maximum has been reached. You must understand these statistics in order to create a well-balanced party of fighters.



Crono
LEVEL 53
Rainbow
Vigil Hat
Wave Armor
FrenzyBand
PWR 84 HIT 23
SPD 14 MGC 31
EV 27 STAM 93
M DEF 85

LEVEL: *The measure of the character's expertise. Determined on an individual basis by the amount of EXP gained. As Level increases, all statistics improve except for Speed.* **Maximum: 99**

HP: *The amount of damage points a character can sustain. Can be recovered by consuming Tonics, casting spells, or by using Shelters. Resting at an Inn will restore every character's HP and MP, even the ones that aren't in the current party. At 0 HP, a character goes into KO status. When the battle is over, the character will automatically revive with 1 HP, or they can be revived during battle when a fellow party member uses a Revive item, or Life spell, on them. HP increases as Level increases. HP can be artificially increased by equipping certain Accessories.* **Maximum: 999**

MP: *Points that can be used to cast spells or execute techniques. As you are selecting the technique from the battle menu, the number of MP that will be spent is displayed. MP increase as level increases. MP usage can be reduced by equipping certain Accessories.* **Maximum: 99**

POWER: *Represents the character's ability to inflict damage. Improves the Attack power of weapons. Increases according to Level. Can be permanently increased by consuming a Power Tab.* **Maximum: 99**

HIT: *The percentage chance probability of the character performing a "Critical Hit". When this occurs, the screen flashes and the character seems to attack twice. The rate of damage is doubled. Some weapons and accessories can even triple or quadruple damage from a Critical Hit!* **Maximum: 99**

EVADE: *Percentage chance that an attack will "MISS" your character. Seems to be relevant to the abilities of the enemy. Increases with Level.* **Maximum: 99**

SPEED: *The rate at which the Battle Gauge fills. Determines how frequently the character is ready to attack or perform techniques. Does not increase with Level, only by equipping items. Can also be permanently increased by consuming a Speed Tab. While every other statistic goes up to 99,* **Speed's Maximum is 16.**

MAGIC: *A measure of the strength and effectiveness of magic spells and techniques. Increases with Level. Can be permanently increased using a Magic Tab.* **Maximum: 99**

STAMINA: *The physical constitution of your character. Determines the base ability to avoid poisoning and status abnormalities. Slightly improves the combined Defense abilities of Armor and Helmets. Improves as Level increases.* **Maximum: 99**

MAGIC DEFENSE: *The chance that a spell will "MISS" your character. Also represents the character's ability to slightly lower damage from a spell or technique performed by an enemy. Improves with Level.* **Maximum: 99**

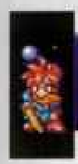
EXPERIENCE: *Points that determine the expertise of your character. EXP are gained by defeating enemy parties in combat. EXP represents the number of points that each character gains, including characters that are not in the current battle party. Therefore, characters that do not fight as often do not suffer from lack of experience.*

NEXT: *The amount of EXP required for that character to reach the next Level. The amounts for each character to reach each Level are determined on an individual basis, so some characters will not Level Up as fast as others.*

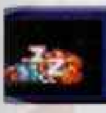
STATUS ABNORMALITIES

During combat, your characters can some times be inflicted with impairments that can reduce or totally block their ability to continue fighting. All Status Abnormalities are removed when the battle ends, but they can also be removed by using a Heal item.

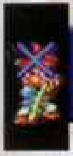
Status Abnormalities can be blocked or reduced by equipping certain items on your character beforehand. Some spells allow characters to inflict statuses on enemies, and some weapons have the same effects. Use Status Abnormalities to your benefit if possible. Your enemies certainly will!



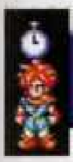
POISON: HP slowly decreases. Your attacks are weakened.



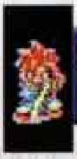
SLEEP: Lowers your guard, prevents you from attacking. Can be removed by attacking character.



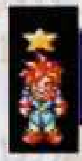
BLIND: Increases chances of "MISS".



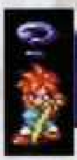
STOP: Immobilizes and disables character. Can't attack or use items.



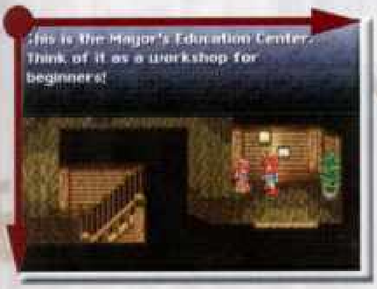
SLOW: Lowers speed of Battle Meter. Increases the time between attacks.



CHAOS: Confuses you into attacking allies and enemies randomly. A little tough on friendships! Can be removed by attacking character.



LOCK: Can't use any techniques.



his is the Mayor's Education Center. Think of it as a workshop for beginners!

FURTHER TRAINING

If you need to know more, head straight from Crono's house to the Mayor's Manor in Truce. Talk to everyone inside the manor to learn more about the game, the combat system, and using techniques. There are even some useful technical notes discussed here that can help you enjoy the game more. You can't get a better hands-on tutorial than that!

CRONO

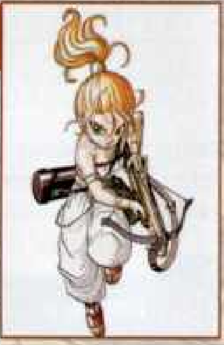
Magic Element: Lightning

A young lad from Truce attempting to enjoy the festivities at the Millennial Fair. Little does he expect to be drawn into a perilous quest through time to save the universe!

CRONO'S WEAPONS

ITEM	DESCRIPTION	ATK
Mop		1
Wood Sword		3
Iron Blade		7
Steel Saber		15
Lode Sword		20
Bolt Sword		25
Red Katana	Magic +2	30
Flint Edge		40
Slasher	Speed +2	43
Aeon Blade		70
Demon Edge	1.5x hit on Mg enemies	90
Alloy Blade		110
Star Sword		125
Vedic Blade		135
Swallow	Speed +3	145
Kali Blade		150
Slasher 2		155
Shiva Edge	4x damage at critical	170
Rainbow	70% critical hit rate	220

MARLE



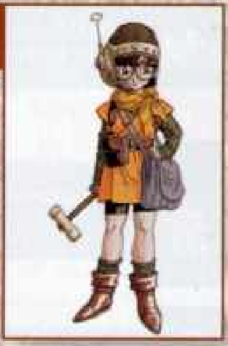
Magic Element: Water

A nice young lady with a ferocious temper who bumps into Crono at the fair. But do they meet by coincidence, or was it destined by fate?

MARLE'S WEAPONS

ITEM	DESCRIPTION	ATK
Bronze Bow		3
Iron Bow		15
Lode Bow		20
Robin Bow		25
Sage Bow		40
Dream Bow		60
Comet Arrow		80
Sonic Arrow	Random Slow Spell	100
Siren	Random Stop Spell	140
Valkerye		180

LUCCA



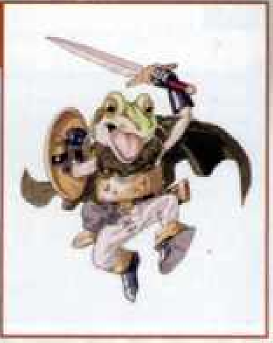
Magic Element: Fire

A brilliant young inventor who endeavors to break the barriers of time and space with her devices. Will her meddlesome gadgets spell doom for the world, or be the key to saving it?

LUCCA'S WEAPONS

ITEM	DESCRIPTION	ATK
Air Gun		5
Dart Gun		7
Auto Gun		15
Plasma Gun	Random Stop Spell	25
Ruby Gun		40
Dream Gun		60
Megablast		80
Shock Wave	Random Chaos Spell	110
Wonder Shot	Damage can vary	250

FROG



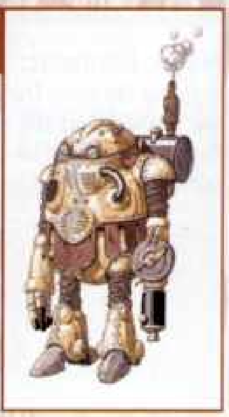
Magic Element: Water

The valiant amphibious protectorate of the Guardia throne, Frog comes from the Middle Ages. He seeks to avenge his disgraced past, which accounts for his current form.

FROG'S WEAPONS

ITEM	DESCRIPTION	ATK
Bronze Edge		6
Iron Sword		10
Masamune		75
Flash Blade		90
Pearl Edge	1.5x hit on Mg enemies	105
Rune Blade	Magic +4	120
Demon Hit	2x hit on Mg enemies	120
Brave Sword		135
Masamune II		200

ROBO



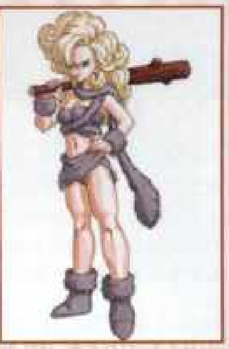
Magic Element: None

Robo is a humanoid security sentry from the year 2300 AD. Due to Lucca's ingenious and mechanical know-how, Robo becomes functional again and joins the party to change the fate of humankind.

ROBO'S WEAPONS

ITEM	DESCRIPTION	ATK
Tin Arm		20
Hammer Arm		25
Mirage Hand		30
Stone Arm		40
Doom Finger		50
Magma Hand		70
Megaton Arm		90
Big Hand		105
Kaiser Arm		120
Giga Arm		135
Terra Arm		150
Crisis Arm	Attack changes below 10 HP	1

AYLA



Magic Element: None

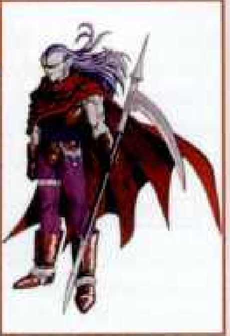
The proud and strong chief of the prehistoric Ioka tribe, Ayla seeks to protect her people from the threat of the malevolent Reptites. But she doesn't realize what the fiendish creatures have in store for the human race.

Ayla doesn't use weapons, relying instead on her brute strength to dispatch enemies. However, as she attains higher experience levels, her fists will upgrade automatically.

AYLA'S FISTS

ITEM	DESCRIPTION	LVL
Fist		1
Iron Fist	Random Chaos Spell/ Critical Hit rate up	73
Bronze Fist	9999 points of damage at Critical	96

MAGUS



Magic Element: Shadow

The twisted and arrogant wizard from the Middle Ages who seeks to summon forth the apocalyptic force known as Lavos. But are his intentions truly malevolent, or does his cause serve a higher purpose?

Recruiting Magus into your party is optional. He doesn't learn Dual Techs, but his Shadow-based Triple Techs are incredibly powerful.

MAGUS'S WEAPONS

ITEM	DESCRIPTION	ATK
Dark Scythe		120
Hurricane		135
Star Scythe		150
Doom Sickle	Attack up when Ally falls	160

TECHNIQUES

Techniques include special attacks and Magic spells that the characters learn as they progress in the game. Techniques are learned by acquiring Tech Points through defeating enemies. Open the Tech Menu and select any character. Techs in white indicate learned abilities and spells. Techs with stars (*) are Magic spells or techniques that strike with an elemental property. Techs in yellow are usable outside of combat by active members of the party. These are curative or status-affecting abilities. Techs in gray are the next technique to learn. The number of Tech Points required to learn the skill are displayed to the left, and this number decreases as Tech Points are won from battles.

Before selecting a character, point the hand cursor at them and press Right on the D-pad, to scroll over to the Dual Tech and Triple Tech menus. These are learned after your individual characters learn certain techniques, and after they spend some time fighting alongside different party members.

AREA OF EFFECT

When you select a technique to perform during battle, the solid hand cursor will point at the enemy who will be at the center of the area of effect. The rapidly blinking hand cursor(s) point at enemies who will also be hit by the attack. Some spells have a circular area of effect. Some affect enemies that are in a horizontal line, and some affect enemies in a vertical line. Other techniques affect all the enemies onscreen, no matter where they stand. Yet, even these have primary and secondary targets as indicated by the hand cursors, so point them at the appropriate opponent.

ELEMENTAL EFFECT

Magic spells are different from other techniques in that they use an elemental property in their casting. Some characters possess an inherent element, such as Crono and Lightning, or Marle and Water. This means that they are only capable of casting one elemental type of magic, and they are more vulnerable to Magic spells of the opposite element. For instance, Marle takes more damage from a Fire spell, and Lucca would take less damage because it is her inherent elemental property.

Monsters and enemies have these same strengths and weaknesses. Water-based spells quench Fire or desert monsters, Fire-based spells broil sea creatures, Shadow creatures can be killed by Lightning, and electric-based creatures can be dispatched by Shadow. Sometimes a certain type of monster or creature has a special weakness. For instance, dinosaurs and other Reptites become weaker when struck by Lightning. Elemental properties often affect your strategy, and mastery of elemental magic can make the difference in most major battles with "boss" enemies.

SINGLE, DUAL AND TRIPLE TECHS

Single Techs are spells or moves performed by one character. Dual Techs are spells and moves learned by two characters teaming up. Triple Techs are massive attacks unleashed by the combined efforts of the entire three-person party.

While Single Techs are learned in a straightforward manner by collecting Tech Points, Dual and Triple Techs are learned in a different manner. Obtaining Dual or Triple Techs occurs after certain Single Techs are learned by characters that are in the party together. For example, Crono learns Cyclone, and Marle learns Aura. They immediately learn Aura Whirl if they are in the party together. If they are not in the party together for some reason, then they will learn Aura Whirl after their next battle together. The same thing applies to Triple Techs. After Crono learns Lightning2, Marle learns Ice2, and Lucca learns Fire2, they will learn Delta Force together. That's not always how it works. Sometimes one of the characters in the trio must be equipped with a certain Accessory before a Triple Tech is available.

TECHNIQUE LISTS

Names with a * are Magic Spells. Elemental properties apply.

CRONO'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Cyclone	Spin-cut nearby enemies	Circle	2
Slash	Slash attack	Line	2
*Lightning	Attack using Lightning	1 Enemy	2
Spincut	2x damage	1 Enemy	4
*Lightning2	Strikes all enemies	All Enemies	8
*Life	Bring ally back to life	1 Ally	10
Confuse	Attack enemy w/Confuse 4 times	1 Enemy	12
*Luminaire	Ultimate damage on all enemies	All Enemies	20

MARLE'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Aura	Restore ally's HP (Some)	1 Ally	1
Provoke	Confuse enemy	1 Enemy	1
*Ice	Attack enemy w/Ice	1 Enemy	2
*Cure	Heal ally (More)	1 Ally	2
*Haste	Cut ally's wait time by 1/2	1 Ally	6
*Ice2	Damage all enemies w/Ice	All Enemies	8
*Cure2	Heal ally (Full)	1 Ally	5
*Life2	Revive and restore all HP	1 Ally	15

LUCCA'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Flame Toss	Hit all enemies on a line	Line	1
Hypno Wave	Put enemies to sleep	1 Enemy	1
*Fire	Fire damage /one enemy	1 Enemy	2
Napalm	Damage enemies in bomb area	Circle	3
*Protect	Ups ally's physical defense	1 Ally	6
*Fire2	Fire damage /all enemies	All Enemies	8
Mega Bomb	Damage enemies in bomb area	Circle	15
*Flare	Strongest Fire magic attack	All Enemies	20

FROG'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Slurp	Restore ally's HP (Some)	1 Ally	1
Slurp Cut	Snag and slash enemy	1 Enemy	2
*Water	Damage enemy w/ Water	1 Enemy	2
*Heal	Restore allies' HP (More)	All Allies	2
Leap Slash	Leap-slash an enemy	1 Enemy	4
*Water2	Damage all enemies w/ Water	All Enemies	8
*Cure2	Restore ally's HP (Full)	1 Ally	5
Frog Squash	Low HP = greater damage	All Enemies	15

ROBO'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Rocket Punch	Punch enemy	1 Enemy	1
Cure Beam	Restore ally's HP (Some)	1 Ally	2
Laser Spin	Laser Spin / All enemies	All Enemies	3
Robo Tackle	Tackle enemy	1 Enemy	4
Heal Beam	Restore all allies HP (Some)	All Allies	3
Uzzi Punch	Hit enemy w/Multi-Punch	1 Enemy	12
Area Bomb	Damage enemy w/Melt beam	1 Enemy	14
Shock	Damage all enemies w/Max Shock	All Enemies	17

AYLA'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
Kiss	HP (Some) & Status restored	1 Ally	1
Rollo Kick	Rollokick an enemy	1 Enemy	2
Cat Attack	A savage cat attack	1 Enemy	3
Rock Throw	Stone an enemy	1 Enemy	4
Charm	Steal from enemy	1 Enemy	4
Tail Spin	Damage enemies w/Tailspin	Circle	10
Dino Tail	Low HP = greater damage	All Enemies	15
Triple Kick	Damage enemy w/ Triple Kick	1 Enemy	20

MAGUS'S SINGLE TECHS

NAME	DESCRIPTION	TARGET	MP
*Lightning2	Damage enemies w/ Lightning	All Enemies	8
*Ice2	Damage enemies w/ Ice	All Enemies	8
*Fire2	Damage enemies w/ Fire	All Enemies	8
*Dark Bomb	Damage enemies w/ Dark Bomb	Circle	8
*Magic Wall	Ups ally's Mag. Def.	1 Ally	8
*Dark Mist	Damage enemies w/Dark Mist	All Enemies	10
*Black Hole	Power of Life/Death	All Enemies	15
*Dark Matter	Black Magic damage	All Enemies	20

DUAL TECHS

The last column shows the Single Techs each character needs to learn the Dual Tech.

CHARACTERS & MP	TECH NAME	DESCRIPTION	TARGET	REQUIRED TECHS
Crono(2)	Aura Whirl	Restore allies' HP (Some)	All Allies	Cyclone
Marle(1)				Aura
Crono(4)	Ice Sword	Ice Sword attack	1 Enemy	Spincut
Marle(2)				Ice
Crono(12)	Ice Sword2	Ice Sword attack	Circle	Confuse
Marle(8)				Ice2
Crono(2)	Fire Whirl	Flame Whirl attack	Circle	Cyclone
Lucca(1)				Flame Toss
Crono(4)	Fire Sword	Fire Sword attack	1 Enemy	Spincut
Lucca(2)				Fire
Crono(12)	Fire Sword2	Fire Sword attack	Circle	Confuse
Lucca(8)				Fire2
Crono(2)	Rocket Roll	Rocket Roll multi-attack	All Enemies	Slash
Robo(3)				Laser Spin
Crono(4)	Max Cyclone	Crono's Max Cyclone	Circle	Spincut
Robo(3)				Laser Spin
Crono(8)	Super Volt	Super Volt attack	All Enemies	Lightning2
Robo(17)				Shock
Crono(2)	X Strike	Attack enemy w/ X strike	1 Enemy	Cyclone
Frog(2)				Slurp Cut
Crono(4)	SwordStream	Attack enemy w/ Sword Stream	1 Enemy	Spincut
Frog(2)				Water
Crono(8)	Spire	Attack enemy w/ Spire	1 Enemy	Lightning2
Frog(4)				Leap Slash
Crono(2)	Drill Kick	Attack enemy w/ Drill Kick	1 Enemy	Cyclone
Ayla(2)				Rollo Kick
Crono(2)	Volt Bite	Attack enemy w/ Volt Bite	1 Enemy	Lightning
Ayla(3)				Cat Attack

CHARACTERS & MP	TECH NAME	DESCRIPTION	TARGET	REQUIRED TECHS
Crono(4)	Falcon Hit	Crono's Falcon Hit	Hori. Line	Spincut
Ayla(4)				Rock Throw
Marle(2)	Antipode	Attack enemies w/ Antipode	Circle	Ice
Lucca(2)				Fire
Marle(8)	Anitpode2	Attack enemies w/ Antipode2	Circle	Ice2
Lucca(8)				Fire2
Marle(8)	Antipode3	Attack enemies w/ Antipode3	All Enemies	Ice2
Lucca(20)				Flare
Marle(1)	Aura Beam	Restore allies' HP (Some)	All Allies	Aura
Robo(2)				Cure Beam
Marle(2)	Ice Tackle	Attack enemy w/ Glacier	1 Enemy	Ice
Robo(4)				Robo Tackle
Marle(5)	Cure Touch	Restore allies HP (Full)	All Allies	Cure2
Robo(3)				Heal Beam
Marle(2)	Ice Water	Attack enemies w/ Ice Water	All Enemies	Ice
Frog(2)				Water
Marle(8)	Glacier	Massive Ice attack	1 Enemy	Ice2
Frog(8)				Water2
Marle(5)	Double Cure	Restore allies' HP (Full)	All Allies	Cure2
Frog(5)				Cure2
Marle(1)	Twin Charm	Steal from enemy	1 Enemy	Provoke
Ayla(4)				Charm
Marle(2)	Ice Toss	Attack enemy w/ Ice Toss	Circle	Ice
Ayla(4)				Rock Throw
Marle(8)	Cube Toss	Attack enemy w/ Cube Toss	Circle	Ice2
Ayla(4)				Rock Throw
Lucca(2)	Fire Punch	Burn enemies w/ Fire Punch	Circle	Fire
Robo(1)				Rocket Punch
Lucca(8)	Fire Tackle	Burn enemy w/ Fire Tackle	1 Enemy	Fire2
Robo(4)				Robo Tackle
Lucca(15)	Double Bomb	Robo's Max Bomb attack	1 Enemy	Mega Bomb
Robo(14)				Area Bomb
Lucca(2)	Red Pin	Burn enemy w/ Flame Slash	1 Enemy	Fire
Frog(4)				Leap Slash
Lucca(15)	Line Bomb	Bomb enemies on a line	Hori. Line	Mega Bomb
Frog(4)				Leap Slash
Lucca(20)	Frog Flare	Ult. 2x damage / multiple	All Enemies	Flare
Frog(15)				Frog Squash
Lucca(2)	Flame Kick	Burn enemy w/ Flame Kick	1 Enemy	Fire
Ayla(2)				Rollo Kick
Lucca(8)	Fire Whirl	Burn enemy w/ Fire Whirl	All Enemies	Fire2
Ayla(10)				Tail Spin
Lucca(8)	Blaze Kick	Burn enemy w/ Blaze Kick	1 Enemy	Fire2
Ayla(20)				Triple Kick
Frog(2)	Blade Toss	Frog's Blade Toss	Hori. Line	Slurp Cut
Robo(3)				Laser Spin
Frog(2)	Bubble Snap	Robo's Bubble Snap	1 Enemy	Water
Robo(4)				Robo Tackle
Frog(5)	Cure Wave	Restore all allies HP (Full)	All Allies	Cure2
Robo(3)				Heal Beam
Frog(1)	Slurp Kiss	Restore all allies' HP & Status	All Allies	Slurp
Ayla(1)				Kiss
Frog(2)	Bubble Hit	Attack enemy w/ Bubble Hit	1 Enemy	Water
Ayla(2)				Rollo Kick
Frog(4)	Drop Kick	Inferno Toss	1 Enemy	Leap Slash
Ayla(20)				Triple Kick
Robo(4)	Boogie	Halts all enemies	All Enemies	Robo Tackle
Ayla(4)				Charm
Robo(4)	Spin Kick	Attack enemy w/ Spin Kick	1 Enemy	Robo Tackle
Ayla(2)				Rollo Kick
Robo(12)	Beast Toss	Hurl an enemy!	1 Enemy	Uzzi Punch
Ayla(4)				Rock Throw

TRIPLE TECHS

The last column shows any items required to invoke the Triple Tech.

CHARACTERS & MP	TECH NAME	DESCRIPTION	TARGET	REQUIRED TECHS	REQ. ITEMS
Crono(8)	Delta Force	Elemental Damage / multiple	All Enemies	Lightning2	
Marle(8)				Ice2	
Lucca(8)				Fire2	
Crono(15)	Lifeline	Revive / restore allies once	All Allies	Lightning	
Marle(15)				Life2	
Robo(3)				Heal Beam	
Crono(4)	Arc Impulse	Attack w/ Ice Slash	1 Enemy	Spincut	
Marle(8)				Ice2	
Frog(4)				Leap Slash	
Crono(8)	Final Kick	Attack w/ Final Kick	1 Enemy	Lightning2	
Marle(8)				Ice2	
Ayla(20)				Triple Kick	
Crono(4)	Fire Zone	Crono's Fire Zone	Circle	Spincut	
Lucca(8)				Fire2	
Robo(3)				Laser Spin	
Crono(8)	Delta Storm	Elemental Attack / multiple	All Enemies	Lightning2	
Lucca(8)				Fire2	
Frog(8)				Water2	
Crono(8)	Gatling Kick	Attack w/ Gatling Kick	1 Enemy	Lightning2	
Lucca(8)				Fire2	
Ayla(20)				Triple Kick	
Crono(2)	Triple Raid	Delta Attack	1 Enemy	Cyclone	
Frog(2)				Slurp Cut	
Robo(4)				Robo Tackle	
Crono(2)	3D Attack	Delta Attack	1 Enemy	Cyclone	
Frog(2)				Slurp Cut	
Ayla(20)				Triple Kick	
Crono(2)	Twister	Trio Whirl / multiple	All Enemies	Cyclone	
Robo(3)				Laser Spin	
Ayla(10)				Tail Spin	
Robo(4)	Spin Strike	Damage w/ Whirl Jump Cut	1 Enemy	Robo Tackle	Silver Rock
Frog(4)				Leap Slash	
Ayla(10)				Tail Spin	
Frog(15)	Grand Dream	Physical Attack w/ New Masamune	All Enemies	Frog Squash	Gold Rock
Marle(15)				Life2	
Robo(3)				Laser Spin	
Magus(8)	Omega Flare	Ultimate Laser	All Enemies	Dark Bomb	Blue Rock
Robo(3)				Laser Spin	
Lucca(20)				Flare	
Magus(20)	Dark Eternal	Ultimate Dark Bomb	All Enemies	Dark Matter	Black Rock
Marle(8)				Ice2	
Lucca(8)				Fire2	
Marle(1)	Poyozo Dance	Damage w/ ? Magic & Chaos	All Enemies	Provoke	White Rock
Lucca(1)				Hypno Wave	
Ayla(10)				Triple Kick	

EQUIPMENT & ITEMS

ARMOR

NAME	DESCRIP.	DEF	EQUIP ON
Hide Tunic		5	All
Karate Gi		10	All
Bronze Mail		16	Males
Maiden Suit		18	Females
Iron Suit		25	All
Titan Vest		32	All
Taban Vest	Speed +2	33	Lucca Only
Gold Suit		39	All
Ruby Vest	Cuts Fire by 50%	45	All
Dark Mail	Magic Defense +5	45	Males
White Vest	Absorbs 50% of Lightning hits	45	All
Black Vest	Absorbs 50% of Shadow hits	45	All
Blue Vest	Absorbs 50% of Water hits	45	All
Red Vest	Absorbs 50% of Fire hits	45	All
Meso Mail		52	All
Mist Robe		54	Females
Lumin Robe	Magic Defense +5	63	Females
Flash Mail		64	Males
White Mail	Absorbs Lightning hits	70	All
Black Mail	Absorbs Shadow hits	70	All
Blue Mail	Absorbs Water hits	70	All
Red Mail	Absorbs Fire hits	70	All
Lode Vest		71	All
Aeon Suit		75	All
Raven Armor		76	Magus Only
Ruby Armor	Cuts Fire by 80%	78	All
Taban Suit	Speed +3	79	Lucca Only
Zodiac Cape	Magic Defense +10	80	Females
Nova Armor	Protects status	82	Males
Gloom Cape		84	Magus Only
Moon Armor	Magic Defense +10	85	Males
Prism Dress	Cut Magic attack by 1/3	99	Females

REGULAR ITEMS

NAME	DESCRIP.
Tonic	Restores 50 HP
Mid Tonic	Restores 200 HP
Full Tonic	Restores 500 HP
Ether	Restores 10 MP
Mid Ether	Restores 30 MP
Full Ether	Restores 60 MP
Hyper Ether	Restores all MP
Elixir	Restores HP/MP
Mega Elixir	Restores HP/MP for all
Heal	Restores Status
Revive	Revives an ally
Shelter	Recovers HP/MP at Save Points
Power Meal	Recovers from ?
Lapis	Restores 200 HP for all
Barrier	Cuts magic hits by 1/3
Shield	Cuts physical hits by 1/3
Power Tab	Power +1
Magic Tab	Magic +1
Speed Tab	Speed +1

HELMETS

NAME	DESCRIP.	DEF	EQUIP ON
Hide Cap		3	All
Bronze Helm		8	All
Iron Helm		14	All
Beret		17	Females
Gold Helm		18	Males
Rock Helm		20	All
CeraTopper		23	All
Taban Helm	Magic Defense +10	24	Lucca Only
Glow Helm		25	Males
Lode Helm		29	All
Doom Helm		29	Magus Only
Sight Cap	Prevents Chaos	30	All
Memory Cap	Prevents Lock	30	All
Time Hat	Prevents Stop and Slow	30	All
Aeon Helm		33	All
Mermaid Cap	Cuts Water hits by 50%	35	All
Rainbow Helm	Cuts Lightning hits by 50%	35	All
Dark Helm	Cuts Shadow hits by 50%	35	Males
Haste Helm	50% less time between attacks	35	All
Vigil Hat	Protects status	36	All
Safe Helm	Cuts physical damage by 1/3	38	All
Prism Helm	Def. +9 Locks status	40	All
Gloom Helm	Protects status	42	Magus
OzziePants	Causes Confusion	45	All

ACCESSORIES (ALPHABETICAL)

NAME	DESCRIP.	EQUIP ON
Amulet	Protects status	All
Bandana	Speed +1	All
Berserker	Auto attack / Hit & Def. Up	All
Black Rock	Invokes Triple Tech, **Dark Eternal**	Lucca, Magus, Marle
Blue Rock	Invokes Triple Tech, **Omega Flare**	Lucca, Magus, Robo
Charm Top	Charm power up	Ayla Only
Dash Ring	Speed +3	All
Defender	Vigor +2	All
Flea Vest	Magic Defense +12	All but Lucca
Frenzy Band	80% Counterattack rate	All
Gold Earring	Max HP up by 50%	All
Gold Rock	Invokes Triple Tech, **Grand Dream**	Frog, Marle, Robo
Gold Stud	MP use cut by 75%	All
Green Dream	One-time auto reanimate	All
Hero Medal	Ups critical rate of Masamune	Frog Only
Hit Ring	Strike +10	All
Magic Ring	Magic +6	All
Magic Scarf	Magic +2	All
Magic Seal	Magic: Magic Defense +5	All
Muscle Ring	Vigor +6	All
Power Glove	Power +2	All
Power Ring	Power +6	All
Power Scarf	Power +4	All
Power Seal	Power: Vigor +10	All
Prism Specs	Ups attack power to the max	All
Rage Band	50% Counterattack rate	All
Ribbon	Strike +2	All
Sight Scope	Shows enemy's HP	All
Silver Earring	Max HP up by 25%	All
Silver Rock	Invokes Triple Tech, **Spin Strike**	Ayla, Frog, Robo
Silver Stud	MP use cut by 50%	All
Speed Belt	Speed +2	All
Sun Shades	Ups attack power	All
Third Eye	2x Evade	All
Wall Ring	Magic Defense +10	All
Wallet	Turns EXP into G	All
White Rock	Invokes Triple Tech, Poyozo Dance	Ayla, Lucca, Marle

SHOP LISTS

LEENE SQUARE (VARIOUS MERCHANTS)

Iron Blade	350
Lode Sword	4000
Karate Gi	300
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

TRUCE (1000 AD)

Red Katana	4500
Robin Bow	2850
Plasma Gun	3200
Hammer Arm	1200
Titan Vest	1200
Tonic	10
Mid Tonic	100
Heal	10
Shelter	150

DORINO

Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

IOKA TRADING HUT

Ruby Gun	3 petals & 3 fangs
Sage Bow	3 petals & 3 horns
Stone Arm	3 petals & 3 feathers
Flint Edge	3 fangs & 3 horns
Ruby Vest	3 fangs & 3 feathers
Rock Helm	3 horns & 3 feathers

MEDINA VILLAGE (BEFORE DEFEATING MAGUS)

Iron Blade	65000
Steel Saber	65000
Demon Edge	65000
Lumin Robe	65000
Flash Mail	65000
Glow Helm	65000
Tonic	2020
Mid Tonic	20200
Full Tonic	65000
Heal	2020
Revive	40400
Shelter	30300
Ether	65000

PORRE MARKET (1000 AD)

Steel Saber	800
Iron Bow	850
Dart Gun	800
Karate Gi	300
Bronze Mail	520
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

ARRIS DOME

Auto Gun	350
Iron Suit	800
Iron Helm	500
Tonic	10
Heal	10
Revive	200
Shelter	150

MELCHIOR'S HUT

Red Katana	4500
Robin Bow	2850
Plasma Gun	3200
Hammer Arm	3500
Titan Vest	1200
Tonic	10
Mid Tonic	100
Heal	10

IOKA TRADING HUT (AFTER DEFEATING MAGUS)

Dream Gun	3 petals & 3 fangs
Dream Bow	3 petals & 3 horns
Magma Hand	3 petals & 3 feathers
Aeon Blade	3 fangs & 3 horns
Ruby Vest	3 fangs & 3 feathers
Rock Helm	3 horns & 3 feathers

MEDINA VILLAGE (AFTER DEFEATING MAGUS)

Iron Blade	262
Steel Saber	597
Demon Edge	12684
Lumin Robe	4850
Flash Mail	6342
Glow Helm	1717
Tonic	8
Mid Tonic	75
Full Tonic	523
Heal	8
Revive	150
Shelter	112
Ether	597

TRUCE (600 AD)

Iron Blade	350
Dart Gun	800
Karate Gi	300
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

TRANN DOME

Auto Gun	1200
Iron Suit	800
Iron Helm	500
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

IOKA VILLAGE

Tonic	10
Mid Tonic	100
Heal	10

FIONA'S SHRINE

Sight Cap	20000
Memory Cap	20000
Time Hat	30000
Vigil Hat	50000

PORRE (600 AD)

Gold Suit	1300
Beret	700
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

TERRA CAVE

Demon Edge	17000
Comet Arrow	7800
Megablast	9800
Megaton Arm	15000
Flash Blade	18000
Lumin Robe	6500
Flash Mail	8500
Glow Helm	2300
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

CHORAS (600 AD)

Tonic	10
Mid Tonic	100
Full Tonic	700
Ether	800
Mid Ether	2000
Heal	10
Revive	200
Shelter	150

CHORAS (1000 AD)

Tonic	10
Mid Tonic	100
Full Tonic	700
Ether	800
Mid Ether	2000
Heal	10
Revive	200
Shelter	150

ENHASA

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

KAJAR

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

LAST VILLAGE

SHOP 1	
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

LAST VILLAGE

SHOP 2	
Star Sword	25000
Sonic Arrow	10000
Shock Wave	11000
Kaiser Arm	21000
Rune Blade	24000
Hurricane	35000
Aeon Suit	9000
Aeon Helm	7800
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800
Mid Ether	2000

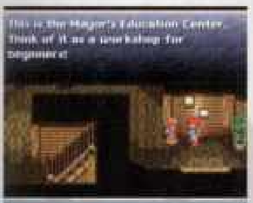
BLACK OMEN

Mid Tonic	100
Full Tonic	700
Mid Ether	2000
Full Ether	6000
Hyper Ether	10000

The Walkthrough is broken down by chapters, just like the story of the game. There are 26 chapters which can be found on the Save/Load menu after you save a game before or after certain events.

THE MILLENNIAL FAIR — 1000 AD

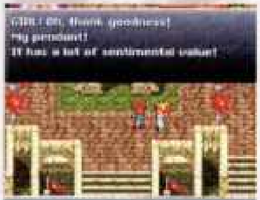
MAIN OBJECTIVES:



This is the Mayor's Education Center.
Think of it as a workshop for beginners!

Learn some game basics at the Mayor's Manor.

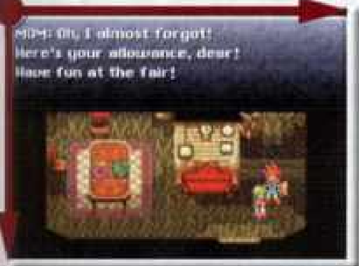
Join the Millennial Fair at Leene Square.



GIRL: Oh, thank goodness!
My pendant!
It has a lot of sentimental value!

Find Marle's Pendant.

Attend the unveiling of Lucca's new invention.

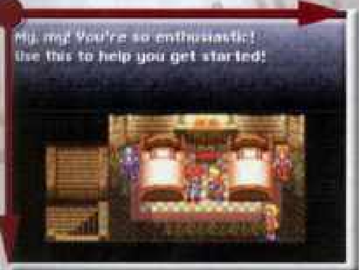


MOM: Oh, I almost forgot!
Here's your allowance, dear!
Have fun at the fair!

CRONO'S HOUSE

ITEMS FOUND
200G

The Millennial Fair marks the anniversary of the end of the war with Magus, which occurred a thousand years ago. Head downstairs and speak to Crono's mom. Speak to her again to get **200 G**.



My, my! You're so enthusiastic!
Use this to help you get started!

MAYOR'S MANOR

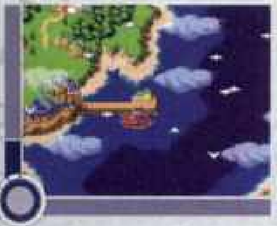
ITEMS FOUND
Tonic
100G
300G

Take some time to get oriented to the world you've just entered. Finding a few helpful items wouldn't hurt, either. Visit the Mayor's Manor south of Crono's house. Inside, talk to people to learn about various features of the game. Open the treasure chests for items. Upstairs, speak twice to the man closest to the treasure chest to get **300 G**.

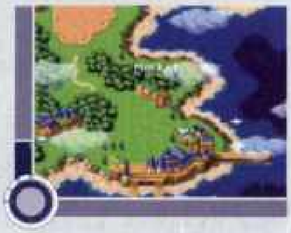
TRUCE AND PORRE

ITEMS FOUND
Shelter

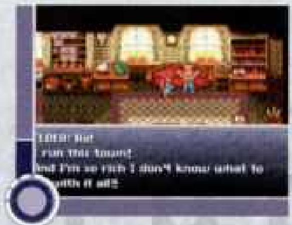
Some other areas of the game are worth visiting, to get better acquainted with your world. You can talk to people to learn some local history, and there are shops to visit further south.



Head east along the pier to the Ticket Office where you can ride the ferry to Porre for 10 G. You can also head to Porre by traveling west across the land and south across the Zenan Bridge, but the ferry is more fun.

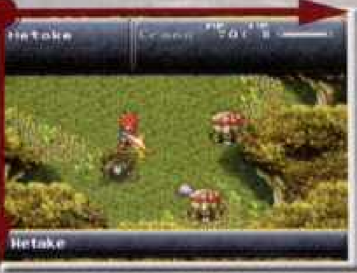


Porre has a good Market, stocked with powerful weapons and equipment that you might be able to afford. Stock up on Tonics, Heals, and Revives.



[illegible]: Ha!
run this town!
nd I'm so rich I don't know what to
with it all!

*The Mayor of Porre will pay you 10 G to act like a chicken. Upstairs in his house is a chest containing a **Shelter**.*



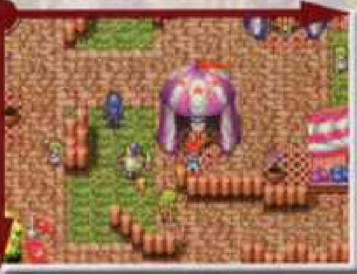
GUARDIA FOREST

ITEMS FOUND
Power Tab

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Avian Chaos	45	1	18	4	None	None	None
Beetle	12	1	15	3	None	None	None
Hetake	14	1	16	3	None	None	Tonic

Fight some enemies in Guardia Forest to experience the combat system, level up, learn Crono's first technique, and acquire some money. A twinkling object on the ground to the far right is a **Power Tab**, which can be used to increase Crono's attack power by 1.



LEENE SQUARE

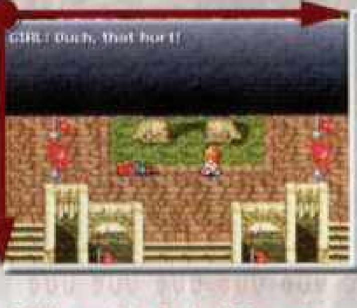
ITEMS FOUND
Pendant

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gato	76	1	0	10	None	Power Meal	None

The south square is where the merchants have set up temporary stores, and there are a few mini-games for you to play. Winning contests awards Silver Points, which can be traded at the festival or converted into regular money by a merchant in the north square.

TIP *Your actions at the fair will determine certain events later in the game. Keep this in mind while visiting this area.*

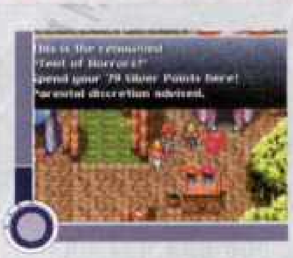


GIRL: Ouch, that hurt!

Meet Marle First!!!

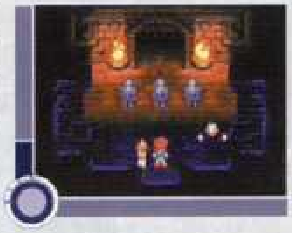
Head north past the merriment and up the stairs. A young girl bumps into Crono. *Speak to her first*, and then pick up her **Pendant** and return it to her. This is Marle, and she will join Crono briefly. Now is a good time to check out the games and speak to all the people. Marle makes your time at the fair a lot more fun!

Millennial Fair Attractions



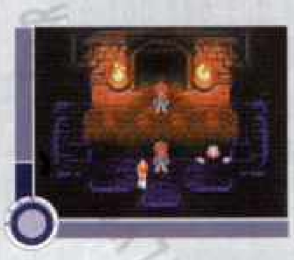
TENT OF HORRORS

Sideshow freak Norstein Bekkler allows you to spend 10, 40, or 80 Silver Points. The amount you bet determines the game and the prize:



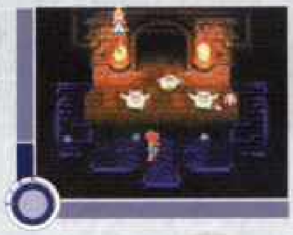
THE 10-POINT GAME
PRIZE: POYOZO DOLL (OR CAT FOOD)

The "ol' switcheroo" at its finest. Three soldiers will scramble and exchange places. Bekkler then asks you to point out one of them. If you identify your man correctly, you win. The doll appears at Crono's House, and changes the theme music to a different song. Cat food prevents cats won in the other game from leaving Crono's House.



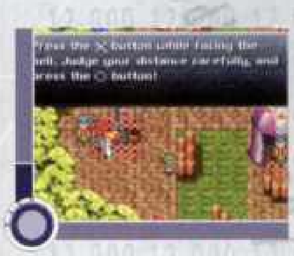
THE 40-POINT GAME
PRIZE: CRONO CLONE
(OR CAT FOOD)

A clone of Crono appears. Use the controller buttons to mimic its gestures accurately, and you will win the clone. This is an essential part of the game, and you'll just have to do it later if you don't do it now.



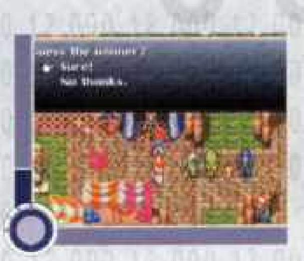
THE 80-POINT GAME
PRIZE: ANOTHER CAT APPEARS
AT CRONO'S HOUSE (OR CAT FOOD)

Your secondary character is in danger of falling into fire. Meanwhile, you must push three coins across the floor, which knocks three advancing monsters back toward the exit. Finish before time's up! This game is quite challenging and the exact benefit of the reward is rather obscure in nature, though it may have a slight impact on the ending of the game.



RING THE BELL
PRIZE: 1 SILVER POINT

On the left side of the south square is a game where you try to ring the bell at the top of the pole. The vendor beside the game explains how to do it.



GUESS THE WINNER
PRIZE: 20 SILVER POINTS

If you watch the four racers, you will see that they stop after every lap. Go to the tent closest to the finish line and a man will let you guess who will win the race. Between each race, go back to the man and he will tell you who won and give you a prize if you guessed correctly. There is an old fellow near the finish line who will tell you who's going to win right before the race starts. Many times he's right, but sometimes he's wrong.

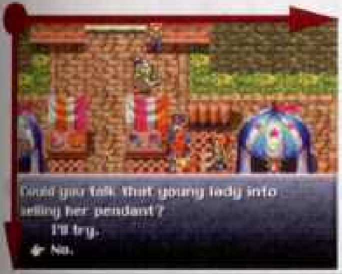
that the best you can do?!

SODA DRINKING CONTEST
PRIZE: 5 SILVER POINTS

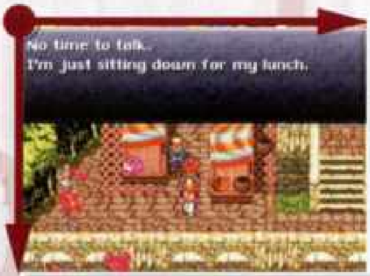
Join the man at the table in the section east of the north square. Rapidly tap the X button to try to drink eight sodas in 30 seconds. The easiest way to win is to use a controller that has auto-fire.

BEAT GATO
PRIZE: 15 SILVER POINTS

In the west section of the north square is a giant robot that sings karaoke and challenges you to fight. If you've recruited Marle and leveled up Crono some in the Guardia Forest, it's no problem! This battle is also worth experience points and tech points.



Could you talk that young lady into selling her pendant?
I'll try.
No.

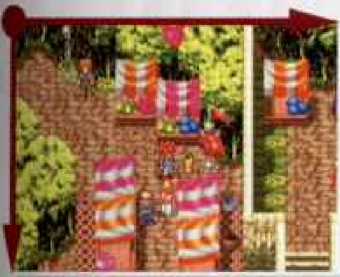


No time to talk.
I'm just sitting down for my lunch.

Interacting with People

In the south square is a man named Melchior. Speak to him after you've recruited Marle. He displays his items, then tries to buy Marle's pendant. Don't let him have it!

In the lower west part of the north square is an old man about to enjoy his lunch. If you examine the pink bag, Crono will eat it greedily. DO NOT EAT THE FOOD! Notice the cat, and head to...

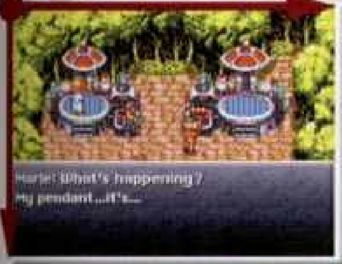


...the lower east part of the north square, where a girl has lost her kitty. Find the cat in the lower west area, and slowly walk it back to the girl. Speak to her and she'll be happy.

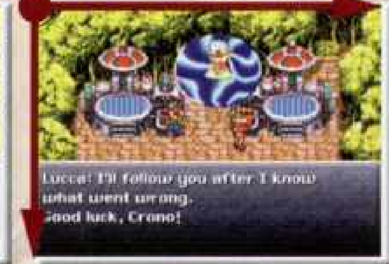
The Time Portal Opens

After you've recruited Marle, speak to either of the girls near the center fountain in the lower square. They'll tell you that Lucca is ready. Proceed to the very north section where the plucky inventor and her father have set up their clunky new contraption.

At the stairs, Marle decides she wants some candy. ***Wait patiently for her to decide, don't move or press a button!*** This also affects later events in the game.



Marle: What's happening?
My pendant...it's...



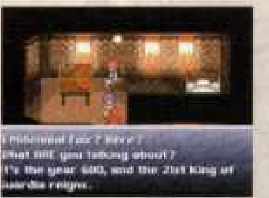
Lucca: I'll follow you after I know what went wrong.
Good luck, Crono!

You must participate in Lucca's goofy experiment. Step on the left portal, and you'll be teleported to the right. You can teleport through as many times as you like. Speak to Marle, and she will jump into the act. Only this time, the fabric of the space-time continuum rips open and Marle disappears! Step onto the left portal once more and collect Marle's pendant, and the time portal will open once again for Crono.

THE QUEEN RETURNS – 600 AD

MAIN OBJECTIVES:

Fight your way out of the canyon.



What ARE you talking about?
It's the year 600, and the 21st King of
uardia reigns.

Talk to the folks in Truce to find out what happened.

Head west, and venture through Guardia Forest.

Meet Marle at the castle entrance.

TRUCE CANYON

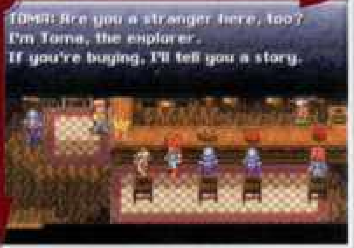
ITEMS FOUND
Power Glove
Tonic

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Blue Imp	13	1	12	2	None	None	None
Green Imp	32	1	24	4	None	None	Tonic
Imp Ace	54	1	45	11	None	None	None
Poly	99	2	35	7	None	None	Ether
Roly	24	1	25	3	None	None	Tonic
Roly Rider	30	2	40	5	None	None	None

As you step out of the gate and start to walk left, you are attacked by three Blue Imps. You should be able to take them with regular attacks. If two or more cluster together, use Cyclone to wipe them out. Utilize this strategy throughout the area.

Since you will pass through this stage several times throughout the game, some monsters on the Enemies list aren't encountered until later.


TOMA: Are you a stranger here, too?
I'm Toma, the explorer.
If you're buying, I'll tell you a story.

TRUCE

Enter the northern House and talk to the matron to find out that it's 600 AD. You should have enough G to visit the Market and get a new weapon or stock up on Tonics. Go to the Truce Inn and converse with the soldiers at the bar. An explorer named Toma will enter. Buy him a cider to hear his story.

GUARDIA FOREST

ITEMS FOUND
Power Tab
Shelter

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Blue Eaglet	16	1	32	3	None	None	Heal
Green Imp	32	1	24	4	None	None	Tonic
Roly	24	1	25	3	None	None	Tonic
Roly Rider	30	2	40	5	None	None	None

To the far east of the entrance is a **Power Tab**, sparkling on the ground. The other sparkling object south of that is "bait" for a trap, where enemies will attack.

Near the middle of the area is a bush that shakes. Search the bush and a Kilwala will flee, dropping a **Shelter**. Every time you leave the forest and return, you can collect another Shelter here.

GUARDIA CASTLE

ITEMS FOUND
100G
Bronze Mail
Tonic
Ether

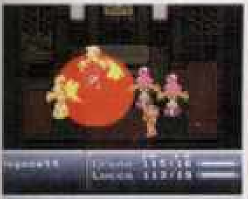
At the castle entrance, the Queen gives you permission to enter. Follow her to the throne room and converse with the King. The Chancellor snubs you and goes upstairs. Follow him, collecting items from chests along the way. Get the **Bronze Mail** out of the King's chambers, and return to the throne room. Now follow the right passage all the way up, collecting more items, and speak to the guard at the top. He grants you access to the Queen's chambers.

Crono's suspicions are right, and Marle is pretending to be her ancestor, Leene. Just as they are discussing the situation, Marle disappears! Downstairs, Lucca will appear and shed some light on the situation. Prepare Crono and Lucca with good equipment and weapons, and then head back through Guardia Forest to the Cathedral. You must save the real Queen in 600 AD to prevent Marle from being wiped out of existence!

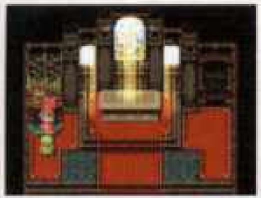
TIP *In the basement, you can rest for free in the Knights' Quarters, or restore status with meals in the kitchen.*

THE QUEEN IS GONE – 600 AD

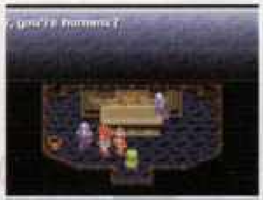
MAIN OBJECTIVES:



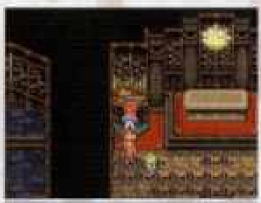
Battle the monsters of the Cathedral.



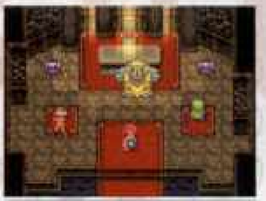
Find the hidden entrance.



Rescue the captive humans.



Play the organ to unlock the final door.



Defeat the evil impersonator, Yakra.

THE CATHEDRAL

ITEMS FOUND

Tonic (3)
Revive
Maiden Suit
Ether (2)
Naga-ette Bromide
Steel Saber
Power Tab
100 G
Speed Belt
Heal
Iron Sword
Mid Ether
Defender

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Diablos	50	1	60	10	None	None	None
Gnasher	90	1	70	8	Fire	None	Revive
Hench	49	1	135	11	Magic	None	None
Mad Bat	18	1	75	6	None	None	None
Naga-ette	60	1	80	8	Magic/Fire	None	None

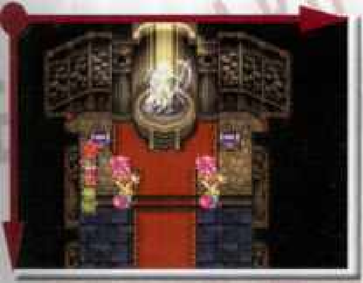
Getting Inside

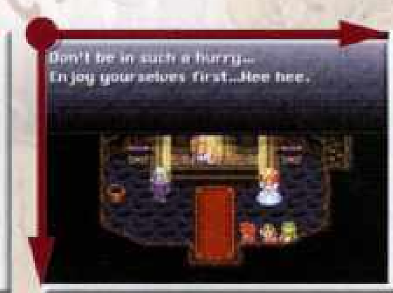
Examining a shiny dot at the altar causes the nuns to reveal their true faces. After you destroy the vicious Naga-ettes, another will attack. A valiant hero leaps to your aid. Only...he's a frog. Play the organ in the upper left corner to reveal a secret door.

TIP *Battle enemies until Crono learns Cyclone and Frog learns Slurp Cut, so that the X Strike Dual Tech becomes available.*

Mystic Politics

Go up the stairs on the right side and through the first door. The creatures in here think you are monsters in human disguise. When one of them leaves, follow it.



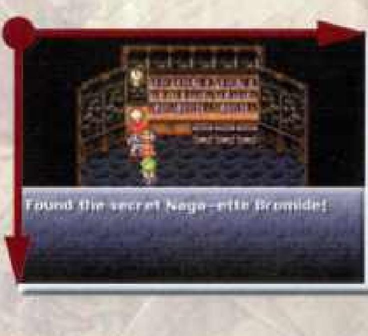


Don't be in such a hurry...
Enjoy yourselves first...Hee hee.

The room which the Diablos leads you through contains monsters in the guise of the Queen, the King, and a soldier. They won't attack until you try to leave through the south door. Follow the creature east into a room where monsters are chanting to a statue of the evil wizard Magus. Move along the sides of the room to avoid fighting all these monsters at once, and collect the items from the chests.

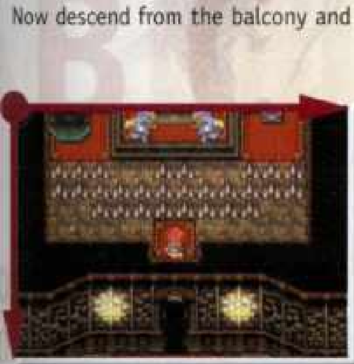
Special Treasures

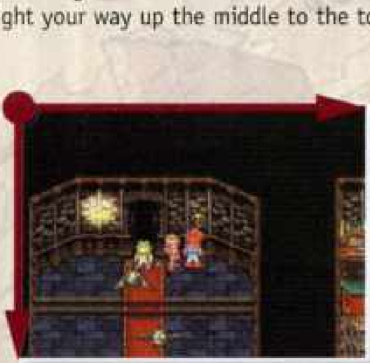
Ascend the stairs to the western balcony now. In the study, search the drawers to find the **Naga-ette Bromide**. Once you take it, the room will be invaded by monsters who attack. Clear the area, then move north on the balcony to the chest containing the **Steel Saber**.



Found the secret Naga-ette Bromide!

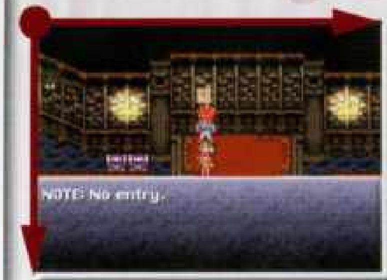
West of the Steel Saber is a door surrounded by spikes. Push the button on the left to remove them, and enter. Inside are two real human guards from the castle, and a **Power Tab** in the bucket. Now descend from the balcony and fight your way up the middle to the top exit.



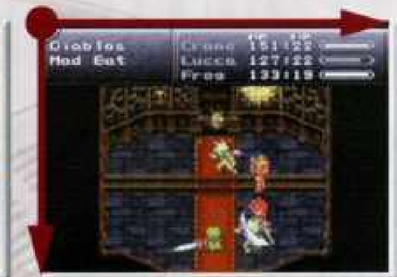


Tricks and Traps

Ascend the steps and go through the top door. There's an organ in the room, but it is surrounded by spikes. Exit and head west to find a **Shelter**, then take the stairs down. They will collapse and become a trap slide. Sneak through the door at the bottom, and head north now. Avoid pushing the button in this room, as it will only invite two more Mad Bats to attack you.



NOTE: No entry.



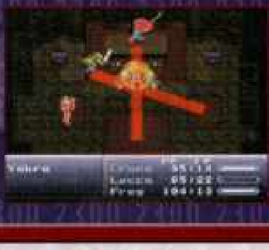
In the top corridor, collect the items and read the note on the door. Continue east and head south through the door. Push the button in the small chamber to remove the spikes from the orga room nearby, then continue south and enter the central room w the organ. After fending off a monster party, play the organ anc you'll hear a door opening. Equip Frog with the **Iron Sword** imm diately. Return to the corridor where you read the note to find a new door.

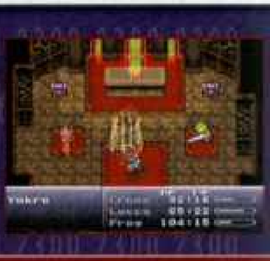
Continue north across the narrow platform and use the save point by the top door. Make sure everyone has the strongest equipment possible and full HP/MP, then enter Yakra's room.

BOSS: YAKRA

HP: 920	**EXP:** 50	**TECH:** 5	**G:** 600	**WEAK vs:** None	**STRONG vs:** None	**CHARM:** —

Luckily the first boss isn't too tough and doesn't have any special tricks. Wait until the gauges for Crono and Frog fill up, then perform X Strike on Yakra to do the most damage possible in one turn. Meanwhile, Lucca can cure the injured with Tonics, or attack.





Marle: The real Queen's safe, right? So let's go home, Crono!

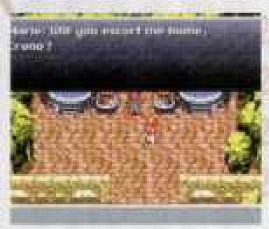
A Job Well Done

After Yakra is defeated, release the real Chancellor from the left chest and collect the **Mid Ether** from the other. Rejoin the Queen at the bottom of the room, and the scene shifts back to the castle.

After Frog's scene, follow him out to the foyer, talk to him, then return to the throne room and converse with the royalty. Return to the Queen's chambers, and Marle will re-materialize from whatever void she was trapped in. Head back to Truce Canyon and use the Time Gate to go back to 1000 AD.

WE'RE BACK – 1000 AD

MAIN OBJECTIVES:



Escort Marle back to the castle.

Crono is arrested?!

The Festivities Continue

The game booths are still open, so you can win Silver Points and prizes. However, all the vendors at the fair have moved back to the Truce Market, so purchase any items you need there. Stop by Crono's house, where his mom is happy to meet Marle. Also, you can play with your clone and any Poyozo Dolls you've won.

Roly Rid
Crono 151:22
Lucca 140:24
Marle 142:26

Got 10 experience points!!

GUARDIA CASTLE

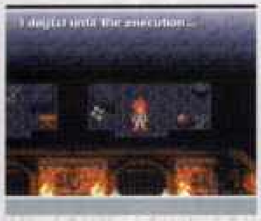
Leading Marle back through Guardia Forest is a good opportunity for her to fight, level up, and learn some techs.

When Crono enters Guardia Castle, the Chancellor accuses him of abducting Marle and has him arrested. The King isn't much help, despite Marle's pleas.

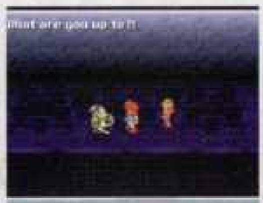
THE TRIAL – 1000 AD

MAIN OBJECTIVES:

All your sins are counted against you.



Break out, or await execution?



Knock out guards and collect valuable items.

Dismantle the Dragon Tank.

Find a new Time Gate in Guardia Forest.

GUARDIA CASTLE – COURTROOM

During the trial scene, there's nothing for you to do. But it is important to note how all the past events will be counted for or against you. Here's how to be proven not guilty:

- After bumping into Marle, speak to her before grabbing her pendant.
- When Melchior offers to buy Marle's pendant, say NO!
- Don't eat the old man's lunch, or he testifies against you.
- Lead the kitty back to the little girl and she will testify on your behalf.
- Wait patiently for Marle to choose her candies before Lucca's experiment.
- During the trial, answer that it was all your fault and that you have no interest in Marle's wealth.

The jurors will line up on either side of the room to render the verdict. Whether you are Guilty or not, you are still sentenced to 3 days in jail.

ITEMS FOUND

Ether (up to 6) *(Not Guilty verdict only)*	*Shelter (3)*
	Ether (2)
Bronze Mail	*1500 G*
Mid Tonic (almost limitless supply)	*Lode Sword*

PRISON AREA

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Blue Shield	24	1	45	11	(open shields)	None	Tonic
Decedent	67	1	90	12	Lightning/Fire	None	None
Guard	60	1	70	10	None	None	Tonic
Omnicrone	218	1	55	22	None	None	Ether

Jail Break or Judgment Day?

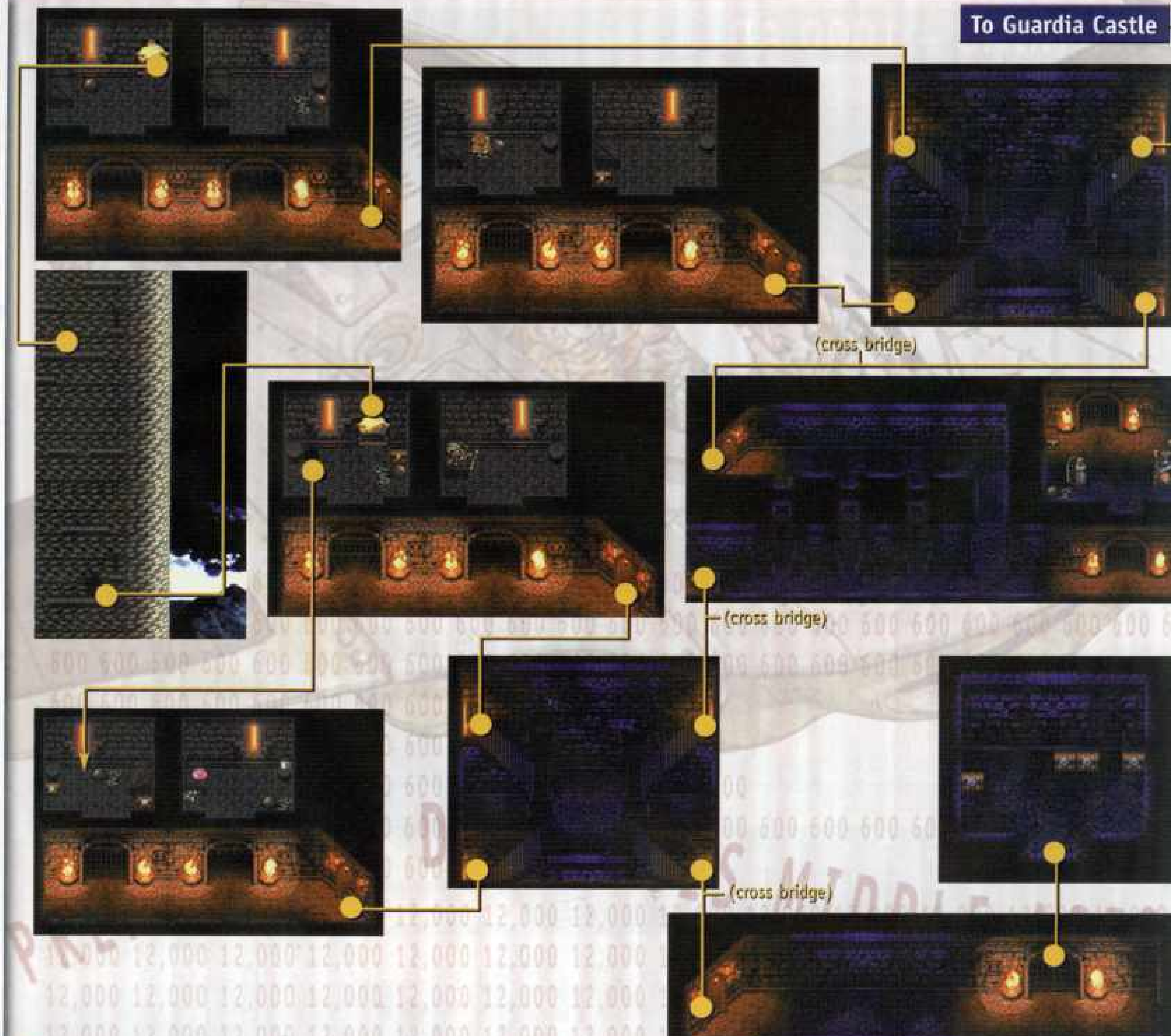
If you were found Not Guilty, a present from sympathizers containing up to six **Ethers** will be in your cell. Drink from the mug to restore HP/MP, and record your data at the save point.

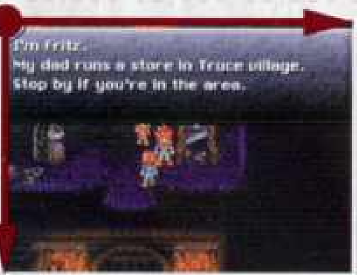
Now you have a decision to make: Either wait patiently to be executed or break out of confinement. The bad part of breaking out is that Crono has to fight alone through the prison area, which can be a little rough. If you wait for the execution scene, then you will have Lucca to help you out. Also, you will be able to obtain virtually limitless Mid Tonics!

Guard
Guard
Crono

If you want to break out, just keep rattling the bars until the guard gets ticked and enters Crono's cell. After defeating the two guards, you're free to roam and pillage. **But this walkthrough discusses the situation of waiting in the cell for three days.**

You'll be taken to the guillotine chamber. As they're about to lop off your spiky little head, Lucca bursts in and stuns the guards. Grab the **Bronze Mail** out of the chest and flee.




I'm Fritz.
My dad runs a store in Truce village.
Stop by if you're in the area.

Outside the execution room, free the man in the guillotine. His name is Fritz, and it's worth a reward later on. Outside the torture room is an unconscious guard. Search him twice for a **Mid Tonic**. There is another guard on duty further down. Notice how he turns to look in different directions? If you approach while he is looking your way, you'll have to fight him. But if you run up behind him while he is looking the other way, you can press the X button and knock him out! Then search the unconscious guard for another **Mid Tonic**. You can do the same thing to the guard posted at the north exit.

TIP

When you leave the room and return, the guards will be awake, and you can bash them again for even more Mid Tonics! You can achieve a virtually limitless supply of them this way.

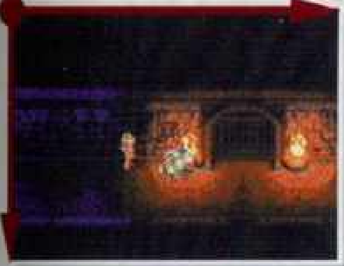
Confusing Castle

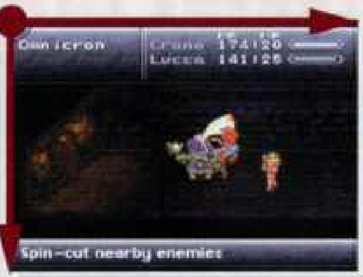
After escaping the guillotine, exit through the southwest door. On the bridge you'll be surrounded by guards, and having Lucca along will help out.

The next chamber is monitored by two strange creatures called Blue Shields. These are resistant to physical attacks, but the little creature behind them called a Yodu De isn't. During combat, you have to wait for the Shield to turn aside, revealing the Yodu De, before you can strike effectively.

TIP

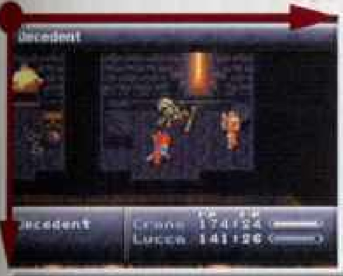
You can avoid combating all Blue Shield enemies with a little precision. Just stop in the space above or below them, and tap the D-pad slightly until Crono becomes aligned directly between them. Press the dash button and the D-pad, and you should glide right between them without being forced into battle. Piece of cake!





From the Blue Shields' room, take the southeast exit and cross the bridge. You'll find a long corridor with one inept guard. Sneak up behind him while he's looking the other way and knock him out. This particular guard isn't holding an item, but it does get you inside a room containing two **Mid Tonics** and two **Ethers**!

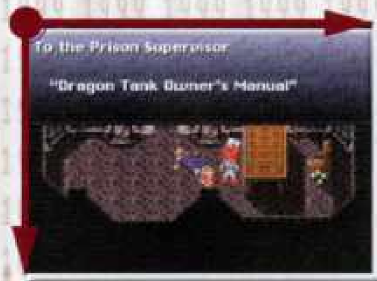
As you leave the room with the chests, an Omnicrone appears outside. Magic is useless, so perform Cyclone on it once or twice and it quits this job. Return to the execution area, knock out the guards for more **Mid Tonics**, and head through the northwest exit from there.



Head across the bridge and through another room with Blue Shields to the southwest door. Inside the first cell is a **Shelter**, and in the next is a corpse that will crumble at a touch. Take the northwest exit from the Blue Shields' room and enter the cells. In the first room is a Decedent, which seems to be vulnerable to Lucca's Flame techs. In the second cell, climb out the hole in the wall and climb down the outside of the tower.

This leads you down to a cell containing another **Shelter**. Climb through the hole in the floor and you'll find yourself in the cell next to Crono's, where you can find **1500 G** and the **Lode Sword**. Equip it and head back up to the top cell.

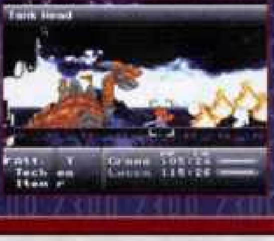
Now take the northeast exit from the Blue Shields' post, and climb two flights of stairs. The soldier at the front desk was KO'd by Lucca previously. Search him to find five **Mid Tonics**! Read the **Dragon Tank Manual** and use the save point. Then head across the final bridge.

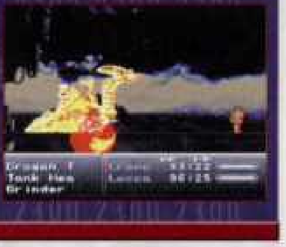


BOSS: DRAGON TANK

HP Head: 266	**EXP:** 40	**TECH:** 5	**G:** 500	**WEAK vs:** None	**STRONG vs:** None	**CHARM:** —
HP Body: 600						
HP Wheel: 208						

Have both characters focus physical attacks on the head until it is destroyed. While it is active, it will continue to restore HP to the other parts. Don't use a Dual Tech until the head is gone, since it will be ineffective. Once the head is vaporized, use Fire Whirl or Cyclone on the remaining parts.



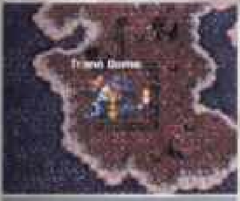


A Hasty Exit

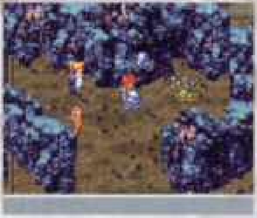
As you descend the castle tower, stop into one of the rooms that has a **Shelter.** Continue to the bottom. Soldiers will chase you to the front door, where Marle rejoins the party. The trio is chased into Guardia Forest, where a new gate has mysteriously appeared. Jump inside, quick!

BEYOND THE RUINS – 2300 AD

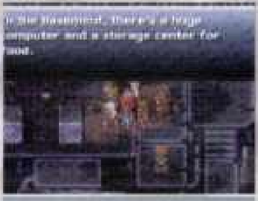
MAIN OBJECTIVES:



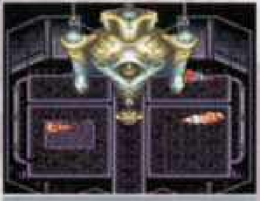
Move quickly to Trann Dome.



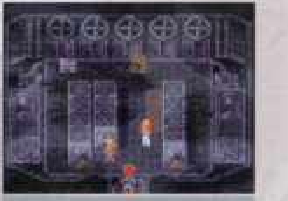
Brave the strange mutants of Lab 16.



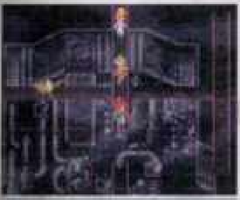
Speak to the inhabitants of Arris Dome.



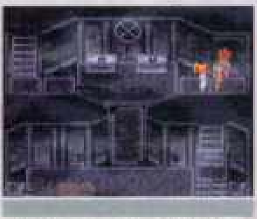
Disable the security bots.



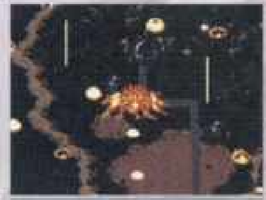
Find the food storage and the deceased hero.



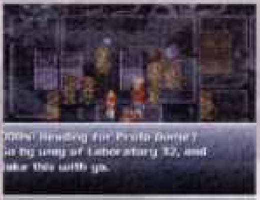
Chase down the talking rat.



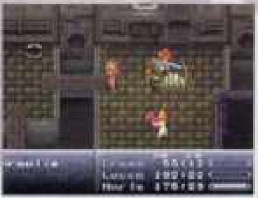
Enter the password to open the path.



Witness the Day of Lavos.



Obtain the Bike Key from Doan.



Navigate the Sewer Access and humiliate Sir Krawlie.

Speak to the crazy old guy at the Keeper's Dome.

Race Johnny Rocket to cross the wasteland.

Repair Robo at Proto Dome.

Hostile Land

Coming out of the Time Gate, you'll enter a world of ruin. Move south from Bangor Dome to Trann Dome.

TRANN DOME

The man just inside the door will sell you items, and it's a good idea to stock up on Tonics if you're low. You might lose a few along the path ahead. There's also a device called the Enertron where you can quickly regain lost HP and MP. After talking to the folks here, you'll get the idea that the domes to the east are a better area to hang out.

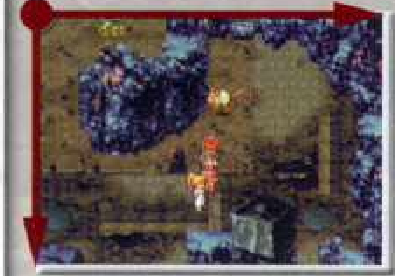
ITEMS FOUND

Berserker
Lode Sword
Lode Bow
Ether

LAB 16

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Crater	80	1	35	15	None	None	None
Meat Eater	75	1	60	19	Fire	None	Ether
Mutant	300	1	30	22	None	Full Tonic	None
Octopod	130	1	10	12	Atk/Lightning	Mid Ether	None
Shadow	1	1	50	14	Magic	None	None



Crafty Creatures

Move into the open area to the right, and avoid contact with the Rats racing around the area. If they touch you, they will steal a Tonic and disappear. The best defense is to stop outside their roaming range, learn their motion pattern and look for the right opportunity to pass. The metal case on the other side of the clearing contains a **Berserker**.

Continue moving north through the Lab area, finding useful equipment along the way. Certain creatures called Shadows can only be hit by magic. The only type of elemental techs you can use at this point are Crono's Slash, Lucca's Flame Toss, and the Fire Whirl, so use them to your advantage. At the north end, use your most powerful attacks against the Mutant and then exit. Travel across the wasteland to Arris Dome.

ITEMS FOUND

Seed
Mid Ether
Mid Tonic
Bike Key

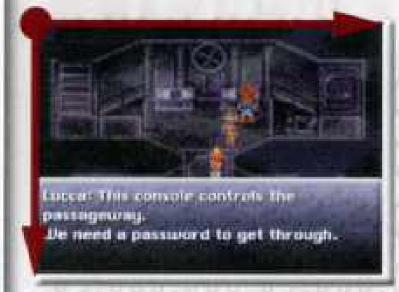
ARRIS DOME

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bug	89	1	0	26	None	Heal	None
Bugger	100	1	45	18	Lightning	None	None
Proto 2	128	1	50	22	Shadow	None	Tonic
Rat	45	1	0	18	Shadow	None	None
Shadow	1	1	50	14	Magic	None	None

The Dying Race

Inside Arris Dome, an old fellow will address you. Move over and speak to him. His name is Doan, and his people are having trouble reaching their food supply in the basement. Speak to everyone else, who provide valuable clues about areas in this time period. Then use the Enertron, save, and descend the ladder.



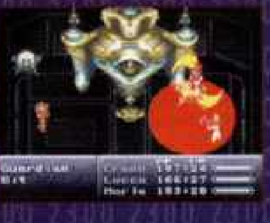
Lucca: This console controls the passageway.
We need a password to get through.

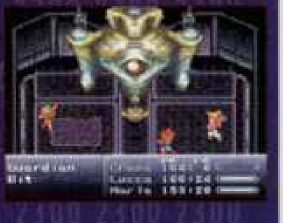
Dangers of Technology

Examine the panel in the first room, and Lucca ascertains that a password is required to reach the east door. Climb the western ladder and cross the high beams to the north, stopping to read the note pinned to the rat statue. When you exit from the north, alarms will sound. Heading for the north doorway causes the Guardian to drop from the ceiling.

BOSS: GUARDIAN, BITS

HP Guardian: 1200
EXP: 300
TECH: 5
G: 1000
WEAK vs: None
STRONG vs: Fire
CHARM: —
HP Bit: 200



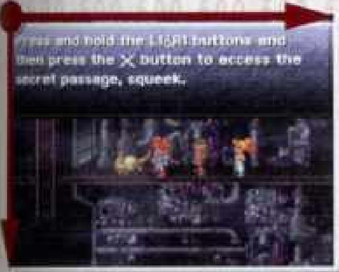


This is the first tricky boss fight. While the two Bits are active, the system will be able to launch massive attacks and will counterattack if you hit the body. Your priority is to destroy both of the Bits quickly. Perform Fire Whirl once or twice, focusing the attack on a Bit. After two strikes, each Bit should be eliminated. Now focus physical attacks on the main body, and Crono should perform Cyclone for greater damage. When both Bits are destroyed the Guardian counts down from five to zero, then launches more Bits. If you strike the body anytime the two Bits are active, the whole will execute a massive delta attack.

Keep this in mind: With one Bit destroyed, the machine cannot do as much damage in a single attack. With one Bit remaining, the Guardian cannot launch a replacement Bit. It's a more dangerous strategy to leave one Bit active, but it works.

Last Seed of Hope

The food storage room is a wreck, and the supplies have gone to waste. A poor man is dead at the back. The party obtains the only crumb he could find, a valuable **Seed**. Examine the man a second time to find a note which claims that the Rat isn't really a statue. Take the **Mid Ether** and return to the area with the high beams.

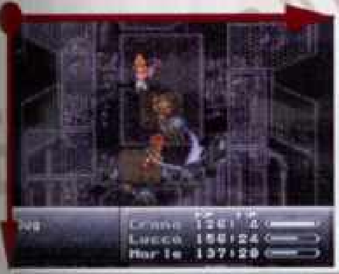


ress and hold the L1&R1 buttons and
hen press the ✕ button to access the
ecret passage, squeek.

Dirty Rat!

Entering the high beam area, the party spots the Rat. Chase the Rat to the bottom of the screen. You must maneuver the beams without taking a wrong turn, or you'll never catch up. Most likely, the Rat will escape on the first try. Leave the room through the south exit and return immediately. You should have much better luck this time, chasing it north.

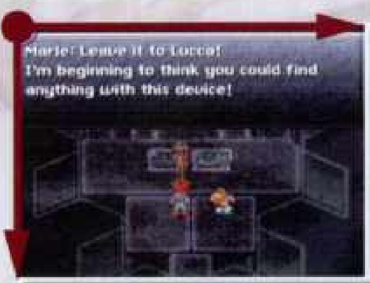
When caught, the Rat confesses that the password for the panel in the first control room is L1 & R1 + X. *You **must** catch the Rat before the passcode will work!* Head south and move to the panel with the glittering screen. Stand Crono in front of it and enter the password. You may have to stand a little to the left side to get it to work. A plank extends over to the right door.



The Truth Revealed

In the new area, sneak upward past the Rats and Bugger to the chest holding a **Mid Tonic**. Now return to the bottom and take the left path upward to the end. Descend and slowly walk through the Bugs to the south, then follow the right platform upward to the top door.

Another chamber weaves like a maze all the way up the north wall. Move to the control panel and enter the passcode again to extend a platform to the sealed door. That's all you can do for now, so navigate around the left side of the room to reach the other north door.



Marle: Leave it to Lucca!
I'm begining to think you could find
anything with this device!

After the characters determine the approximate year and figure out what happened, venture forth to Proto Dome in the far east. If you want to watch either of the videos again, return to the panel and hit X.

Return to the dome dwellers, and exchange the Seed for the **Bike Key**. Leave Arris Dome and head east.

SEWER ACCESS

ITEMS FOUND

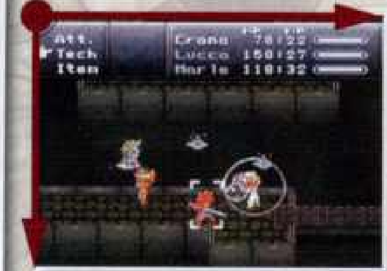
600 G
Rage Band
Bolt Sword

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Egder	160	1	0	18	Magic	None	None
Nereid	138	1	100	22	Lightning/ Shadow	Ether	None
Rat	45	1	0	18	Shadow	None	None

There is a dome east of Arris Dome which provides your party with a few cool items and experience. Going through this area is optional at this point, but you must get through it at some point. Enter the Sewer Access and climb down the ladders. A small flying creature runs off to tell "Sir Krawlie" that you're here.

Move to the left and defeat the Egders to reach a chest containing **600 G**. Backtrack west and curve south, where two frogs will converse and run off. Follow them down the ladder.



On the lower level, head west first and read the note about noise. There are four "baits" in the next area that could cause you to make noise. If you do, enemies will appear. Even at the end, if you try to use the save point, Nereids will hear the chime and attack. Climb up the ladder at the end.

Back on the first level, head north and take a right into an extremely narrow corridor. Press the red switch at the end, then go back out. Move north, then head right until you can't proceed any further. Move down through the doorway. The frogs will fail to push a switch, then flee. Afterward, move east and grab the **Rage Band**, then continue on to meet Sir Krawlie. Equip the Rage Band on Crono before engaging Krawlie for an easier fight.

BOSS: SIR KRAWLIE

HP	EXP	TECH	G	WEAK vs	STRONG vs	ITEM WON
500	100	5	500	Shadow	None	Mid Ether

Crono and Lucca should perform Fire Whirl repeatedly, and Marle can chime in with an attack. However, Krawlie will grab a character and beat him or her back and forth until he/she is down to 1 HP! Marle should be ready to cast Aura. If Crono has the Rage Band equipped, then he will likely counterattack after being reduced to 1 HP. You'll receive a **Mid Ether** after the battle.

Krawlie
Crono
Lucca
Marle

Krawlie
Crono
Lucca
Marle

Emerging From the Slime

After Krawlie, continue down and move west past the ladder to find a **Bolt Sword**. Press the red button to lower bridges across every gap, and then climb the ladder onto a small continent. The Sewer Access will now be simple to cross through any time.

DEATH PEAK

Run up the slope and to the right, and search the side wall for a **Power Tab**. Do it quickly before the winds blow you right back out of the area! The winds are too strong to allow you to enter Death Peak at this time.

ITEMS FOUND

Power Tab

KEEPER'S DOME

Inside the dome, move to the top of the area and speak to the crazy Old Man and the Nu he's programming. Notice the sealed door at the top, and return to the main continent through the Sewer Access.

LAB 32

ITEMS FOUND

Mid Tonic
Race Log

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Mutant	300	1	30	22	None	Full Tonic	None
Shadow	1	1	50	14	Magic	None	None

Johnny Rocket

At first, this area is going to seem a lot like Lab 16. Take the **Mid Tonic** from the right chest and head north to the Jet Bike, where you are surrounded. But the battle ends because a street-racing robot named Johnny wants to take you on.

To control the race press the D-pad up and down to avoid bumping into the racer robot. The Circle button allows you to fire boosters for a short period of time, and you can boost three times during the race. The trick is to keep an eye on the track diagram at the bottom. When you are getting close to the finish line, get clear of Johnny and jam on the boosters to cross the line ahead of him.

If you lose the race, then you can try again or cross the short but treacherous area between the starting line and the finishing line on foot. Look for a chest containing the **Race Log**. After you have this, talk to Johnny once more near the east exit from Lab 32. The Race Log allows you keep track of your three fastest times. Racing Johnny becomes a mini-game that you can practice at any time.

PROTO DOME

ENEMIES

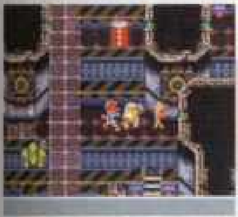
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bugger	100	1	45	81	Lightning	None	None

The Discarded Device

After dismantling several security droids with your most powerful techs, rest in the Enertron and then examine the yellow robot at the north end. Lucca repairs him, and Robo becomes a handy new member of your party. He offers to lead you back to the Factory area, where he can turn on the power so that the Time Gate that is accessible here can be reached. The only catch is, you have to leave someone behind. Keeping Lucca handy is much wiser than taking Marle.

THE FACTORY RUINS – 2300 AD

MAIN OBJECTIVES:


Search the factory section for the password.

Turn on the power generator for Proto Dome.

Seek revenge against the R-Types.

Enter the Time Gate at Proto Dome.

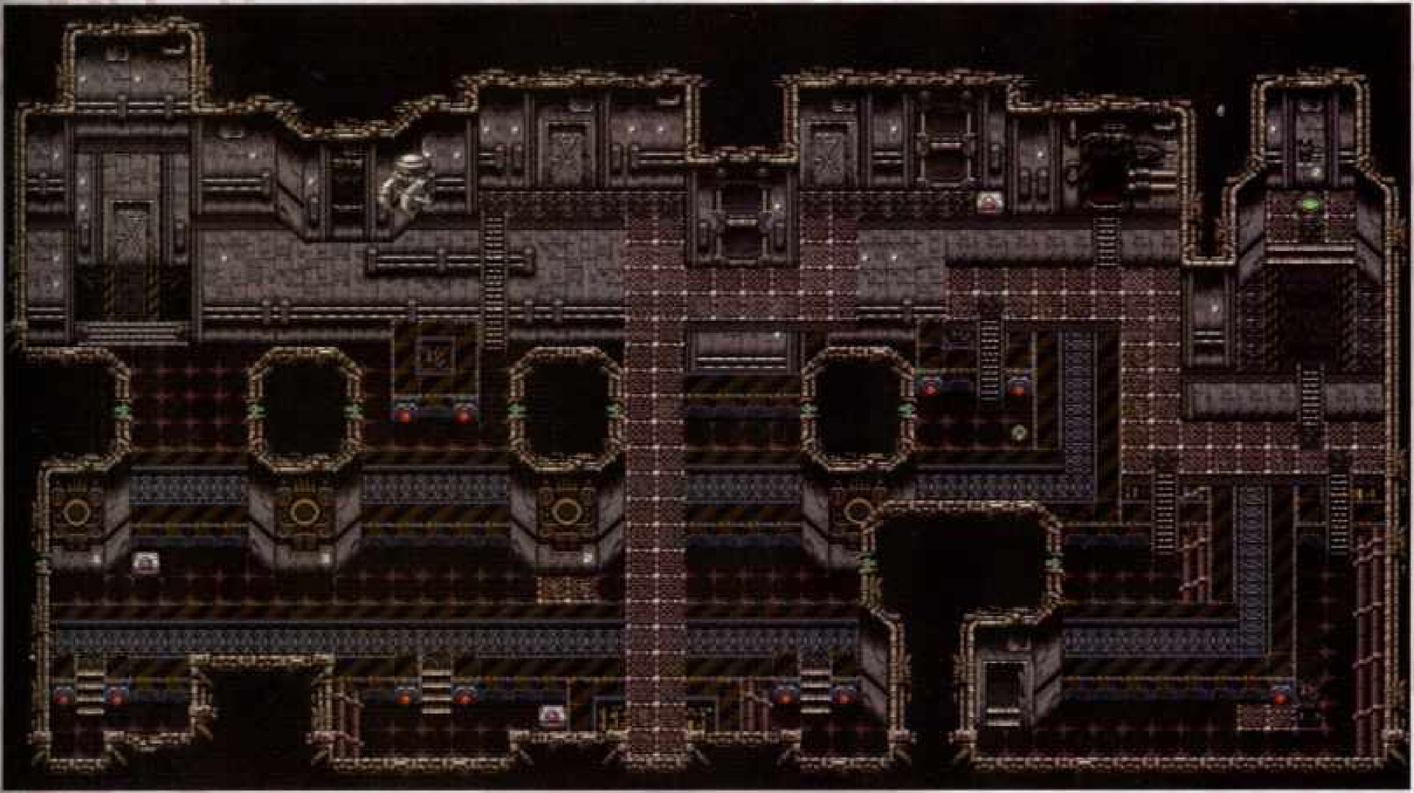
ITEMS FOUND

Robin Bow
Mid Tonic
400 G
Mid Ether (2)
Ether (2)
Shelter (2)
Bolt Sword
Titan Vest
Hammer Arm
Plasma Gun

FACTORY

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Acid	10	1	20	33	Lightning	Barrier	None
Alkaline	9	1	40	45	Lightning	None	None
Bug	89	1	0	26	None	None	Heal
Debugger	120	1	600	24	Lightning	None	None
Proto 3	256	1	50	33	Shadow	Full Tonic	None

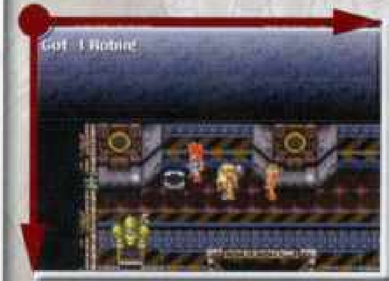


Automated Chaos

Robo deactivates the security beams at the entrance, so ride the right conveyor belt up. An Acid will drop from the ceiling. These are hard to hit with blunt weapons or guns, but Crono should do well with his Slash tech. Also, avoid the green pools scattered around the area, as Alkalines may jump out.

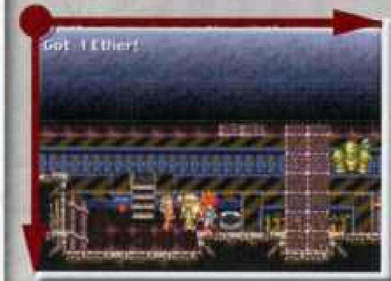
Defeat the three Debuggers and read the sign on the wall. The Lab area is where the power generator is, but you'll need a password from the Factory area.

TIP *If you brought Lucca, you might want to explore the Lab area first. The Plasma Gun, found therein, allows her to randomly cast "Stop" on robots. This will be very helpful in your Factory battles.*

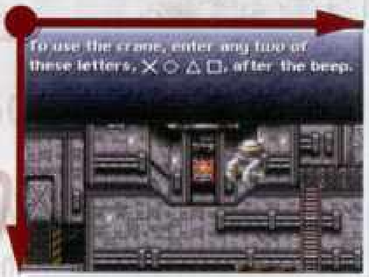


The Factory Section

Take the right elevator from the lobby down to the factory. First, head to the left and climb the ladder to the dark doorway. In the dark, head straight up until you stop, then head right until you stop. Search to find a **Mid Ether**. Now return to the two ladders that head south. Take the left ladder down and follow the path to the left end, where you'll find the **Robin Bow**. Climb back up to the entrance and use the right ladder to go down to the bottom floor.



Step onto the conveyor belt, but be sure not to touch a robot! If that happens, you'll be plucked off the track by the crane. Fighting your way through three increasingly difficult battles with robots isn't the safest way to go. If this happens, Lucca equipped with the Plasma Gun from the Lab is a great help. Watch the conveyor belt until the robots pass by, then get on it and dash to the left. Hop off the belt at the steps, to avoid touching more robots coming down the conveyor. Collect the **Ether** on the way. When you finally reach the west end, either by running the conveyor belt or by fighting your way through, exit the south door.

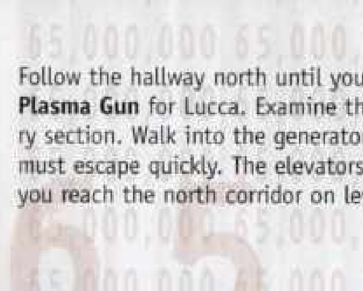

To use the crane, enter any two of these letters, X ○ △ □, after the beep.

Defeat the Bugs and climb the ladder. Cross the top walkway and head right. Take the **Mid Tonic** and enter the door. Collect **400 G** and a **Mid Ether**, then examine the control panel. You'll learn two button combinations for the crane. Keep them in mind and exit.

Head left across the top and enter the furthest door. Chests in this room contain an **Ether** and **Shelter**, and the robots will give you a little trouble before you reach the crane controls.

Examine the controls, then punch in one of the codes after the chime sounds. The crane will remove the two barrels obstructing the path below, one at a time. Return to the main room and head west to the furthest door on the bottom.

Take the **Bolt Sword** from the chest and equip it on Crono (if you haven't been to the Sewer Access). Then examine the control panel to learn the password for the Lab area.



The Lab Section

Return to the lobby and use the left elevator to enter the Lab area. Head north on level 2 to a monitor room. You must beat a trio of Acids and Alkalines to use the control panel, which opens a hatch in the floor.

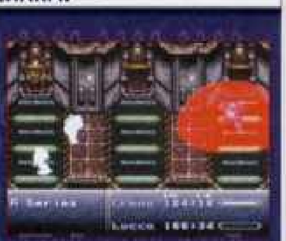
On level 3, fight off several green slimes as you head west and then south. When you reach the impassable laser, open the north door. Inside, examine the panel to deactivate the security lasers, but be ready for an Acid/Alkaline ambush. Search the two chests for valuable equipment, and prepare your characters. Descend the ladder in the bottom left corner of the room, or take the elevator down to level 4.

Follow the hallway north until you reach a sealed door. The chest contains the previously mentioned **Plasma Gun** for Lucca. Examine the control station and enter the password you learned in the factory section. Walk into the generator room and press the button. The security goes nuts, and the trio must escape quickly. The elevators are out of commission, so you must go the long way around. As you reach the north corridor on level 3, Robo's former comrades block your path.

BOSS: R-SERIES

HP: 180 ea.	**EXP:** 480	**TECH:** 6	**G:** 600	**WEAK vs:** N/A	**STRONG vs:** None	**CHARM:** —

R Series
Crono
Lucca

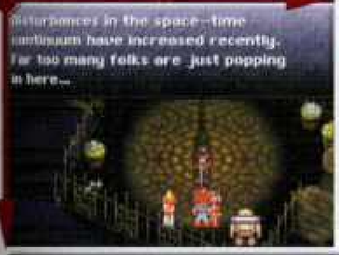


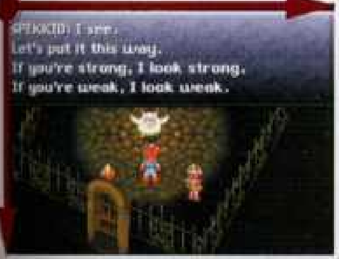
Robo becomes inoperable momentarily, so your remaining two party members must take out all six R-Series robots alone. If Crono is equipped with the Rage Band, he will cut down enemies who strike him and the battle will go much quicker.

If Marle is Crono's companion, she can heal them both but they'll take more damage. In this case, use Crono's Cyclone attack repeatedly to eliminate the entire first line of R-Series, and then the second.

If Lucca is your companion, then wait until both gauges fill and execute Fire Whirl. Aim it at the center robot of each line, so that the two on the outside are also affected. You should only have to do this once or twice on each line to end the battle. In this case, if anyone needs to be healed, have Lucca do it with Tonics while Crono continues to perform Cyclone on his own.

THE END OF TIME


Disturbances in the space-time continuum have increased recently. Far too many folks are just popping in here...


SPEKKIO: I see.
Let's put it this way.
If you're strong, I look strong.
If you're weak, I look weak.

After Lucca repairs Robo again, the party uses the Time Gate at Proto Dome to travel to this strange realm. Speak with the Old Man under the lamppost. Because four people stepped through the Time Gate, you've arrived here accidentally and only three people are allowed to time travel together at any time. One of your party members has to stay behind, but from now on you can switch party members anywhere outside of battle by pressing the Square button. For now, choose a party of Crono, Lucca, and Marle so that everyone can learn magic in a moment.

Examine the shiny dot on the left, and your party's HP and MP will be restored. Use the save point too. If you've already met Spekkio, don't examine the water bucket in the top right corner or you'll be taken straight to the final boss of the game!

The Master of War

As you move back toward the pillars of light, the Old Man calls you back. Enter the room above the lamppost, wherein a furry creature named Spekkio tells you to do something. Step back to the doorway and WALK around the edge of the room clockwise from the door three times. Stick to the walls, and don't cheat. Talk to Spekkio again, and your characters each learn their first magic spell! Then Spekkio asks if you want to try it out.

Here's what happens when you accept Spekkio's challenge: You will fight the Master of War, and his level, strength, and HP are all dependent on what level you are and what shape he takes. Only magic spells will damage Spekkio at all. Crono and Lucca should cast spells repeatedly while Marle casts Ice and heals everyone. Don't use any items. If your party is wiped out, the game won't end. Your party will be restored to full health as if it never happened. However, if any items are used during the battle, they disappear for good. Beat Spekkio and he will give you a reward:

SPEKKIO'S REWARD SETS

YOUR LEVEL	REWARD
Level 1 – 19	1 Magic Tab, 5 Ethers
Level 20 – 29	1 Magic Tab, 5 Mid Ethers
Level 30 – 39	1 Magic Tab, 5 Full Ethers
Level 40 – 98	1 Magic Tab, 1 Speed Tab, 1 Power Tab, 10 Elixirs
Level 99	10 Magic Tabs, 10 Speed Tabs, 10 Power Tabs, 10 Mega Elixirs

Moving Along

After learning magic, talk to the Old Man under the lamppost again. Return to the time pillars and choose the one that goes to Medina Village in 1000 AD. Also, make a mental note that one of the pillars leads to 65,000,000 BC.

THE VILLAGE OF MAGIC – 1000 AD

MAIN OBJECTIVES:

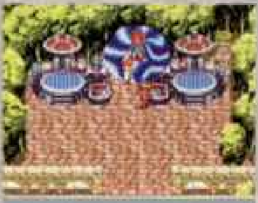
Don't tangle with the Mystics of Medina!

Head west to Melchior's Hut for advice.

Barge into the Heckran Cave.

Tame the Heckran.

Jump in the magic pool to return to Truce.



Use the Time Gate at Leene Square.

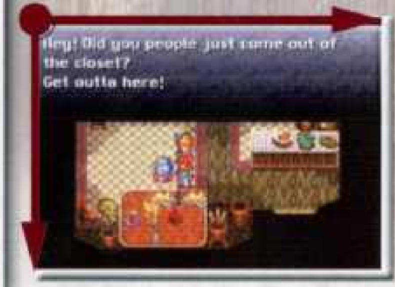
MEDINA VILLAGE

ITEMS FOUND

Speed Tab
Magic Tab

ENEMIES

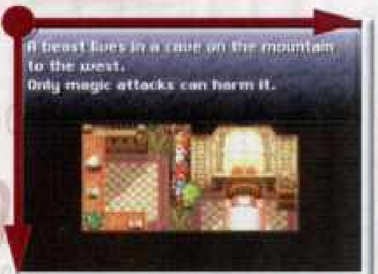
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Diablos	50	1	70	10	None	None	None
Hench	49	1	135	11	Magic	None	None
Omnicrone	218	1	55	22	None	None	Ether



Hey! Did you people just come out of the closet?
Get outta here!

Crono and friends spill out of a closet inside a Blue Imp's house. As you try to exit with some dignity, the Mystic reports that a human lives west of Medina Village. If you examine the cake, the Mystic will let you eat it to replenish your HP/MP.

Hanging around Medina isn't a good idea. The Mystics aren't too fond of humans or their friends. At the Market or the Inn, you'll have to defeat monsters in battle before you can purchase anything. Even then, the price markup is a rip-off.



A beast lives in a cave on the mountain to the west.
Only magic attacks can harm it.

The only place truly worth visiting is the Elder's House. Speak to Ozzie VIII and his servants on the first floor, and snatch the **Speed Tab** on the counter. Head upstairs to find a **Magic Tab**, and speak to the Green Imp to learn an important clue about an upcoming boss. Then exit Medina for greener pastures.

FOREST RUINS

ITEMS FOUND

Mid Ether

On the world map, there is a strange blue pyramid north of Medina. A treasure chest there contains a **Mid Ether**, but that's all you can get in the area for now.

MELCHIOR'S HUT

From Medina, head west until you reach the lone house south of the mountains. Purchase a few essential items from Melchior's stock. As you're leaving, Melchior advises you to venture through the Heckran Cave to the north in order to return to Truce.

HECKRAN CAVE

ITEMS FOUND

Ether (2)
Mid Ether
Magic Scarf

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Cave Bat	108	1	40	28	Magic	Revive	None
Hench	49	1	135	11	Magic	None	None
Jinn Bottle	97	2	50	34	Magic	Shield	None
Octoblush	80	1	35	28	Magic	None	None
Rolypoly	50	1	50	31	Magic	None	Heal
Tempurites	88	2	45	32	Magic	None	None

Darkened Passage

Crono and friends must defeat the Hench monsters that guard the entrance. All of the enemies in the Heckran Cave can only be damaged sufficiently by magic attacks.

Climb down the ladders into the large central chamber. Head south into the first cave and fight two sets of enemies for a **Magic Scarf**. Collect the other items in the big cave, and take the second south exit. After moving through this passage, you'll emerge at a set of stairs that lead into the water. Fight the current by dashing across the area and upward to the top platform with a save point. Be sure to use a Shelter to reclaim your MP, because you're going to need it.

BOSS: HECKRAN

HP: 2100
EXP: 250
TECH: 10
G: 1500
WEAK vs: Magic
STRONG vs: Attack
CHARM: —

Go ahead! Try and attack..!

The Heckran can only be damaged by magic attacks, so your best party is Crono, Marle, and Lucca. Unleash Lightning and Fire each turn, and have Marle alternate between healing and casting Ice.

During the battle, it's extremely important to watch the dialogue messages that flash onscreen. Several times, the Heckran will challenge you to strike while it curls into a defensive position. If you attack while the Heckran is in this state, it counterattacks with a massive water wave. This one attack could take out some of your party members, so be extremely careful. Whenever the Heckran folds up, use the time to restore HP and MP. Resume your assault when the Heckran returns to normal.

The Wonderful Whirlpool

After listening to its final words, jump into the whirlpool north of the Heckran fight zone to be ejected near Lucca's House.

TABAN: It's my finest work!
The ultimate in defense for my daughter!

LUCCA'S HOUSE

Head inside and move to the upstairs right bedroom. Talk to Lucca's mom, Lara. Taban will enter and give her some money. Follow Taban downstairs. Talk to him to receive the **Taban Vest**.

ITEMS FOUND
Taban Vest

KNIGHT CAPTAIN: Our rations have run out!
Have the supplies from Guardia Castle arrived yet?!

TRUCE MARKET

If you rescued Fritz from execution during The Trial, return to the Truce Market. He will give you ten **Mid Ethers** as a reward! Stock up on equipment and head to Crono's House for a nap.

ITEMS FOUND
10 Mid Ethers

LEENE SQUARE

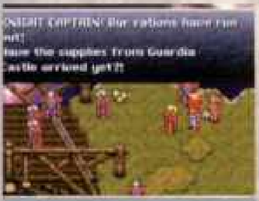
The Millennial Fair festivities seem to be winding down a bit, but the game booths are still open. If you're not interested, proceed to the north square and jump into the Time Gate.

END OF TIME

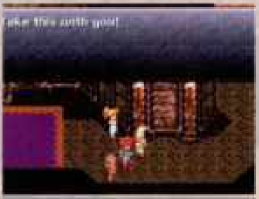
A new time pillar has appeared. The Old Man doesn't have much to say, so step into the new light and return to 600 AD.

THE HERO APPEARS – 600 AD

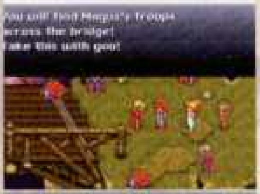
MAIN OBJECTIVES:



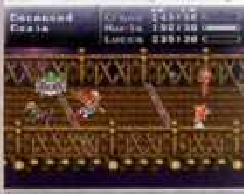
Visit the Knight Captain at Zenan Bridge.



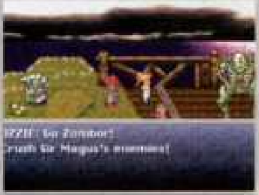
Obtain the Jerky from the chef at Guardia Castle.



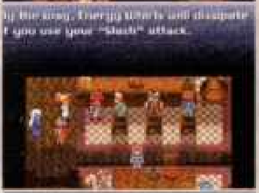
Deliver the rations to the King's Knights.



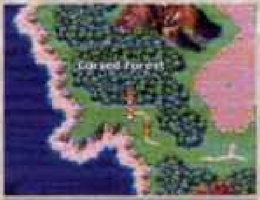
Fight off Ozzie and his monsters



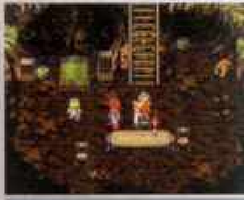
Defeat Zombor.



Speak to the people of the south continent.



Venture into the Cursed Woods.



Catch up on old times with Frog

How The Times Have Changed

Speak to the citizens of old Truce to learn what has transpired. Your next brief stop is Zenan Bridge, which is south of the Cathedral.

Although the bridge has been restored, the situation is grim. Speak to the Knight Captain in the gold armor, then head for the castle to get rations.

ITEMS FOUND
- Ether
- Jerky
- Power Tab

GUARDIA CASTLE

Speak to the Chancellor, and then visit the wounded King upstairs. Now head down to the kitchen, but the Chef doesn't seem interested in helping. Take the **Ether** in the chest and head back upstairs. As you're approaching the front door the chef will reconsider. He offers you **Jerky** to take to the Captain, and a **Power Tab** for your assistance. Return to the bridge.

ITEMS FOUND
- Gold Helm

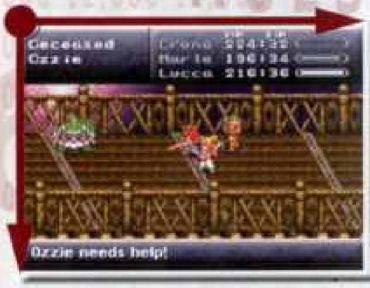
ZENAN BRIDGE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Deceased	110	2	20	38	None	None	None
Ozzie	????	2	100	30	N/A	N/A	N/A

Speak to the Knight Captain twice more, once to give him the rations and twice to receive a **Gold Helm**. Run across the bridge to help the soldiers.

The party encounters Ozzie, one of Magus's goofier generals. Aim your spells carefully at each enemy, then use physical attacks on Ozzie. After one blow by each party member, he will run away. Chase him across the bridge, where he will transform dead soldiers into more Deceased. Eliminate them, then attack Ozzie with your weapons once more.



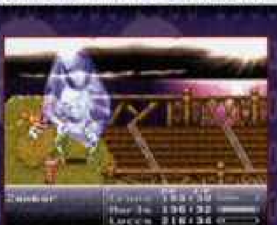
Ozzie needs help!

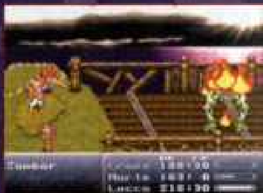
Ozzie finally stops to confront you, but not for a direct battle. Instead, the green glob assembles a mighty monster from a host of Deceased, creating the all-powerful Zombor.

ZOMBOR

HP Top: 960
EXP: 350
TECH: 10
G: 1500
TOP: WEAK vs: Shadow/Water
TOP: STRONG vs: Absorbs Lighting/Fire
CHARM: —
HP Bottom: 800
BOTTOM: WEAK vs: Lightning/Fire
BOTTOM: STRONG vs: Absorbs Shadow/Water

The Zombor is actually two creatures stuck together. Make a party with Lucca and Marle and you'll have the easiest time. Attack the top half with Ice and regular attacks. Avoid using Techs that strike multiple targets. Eliminate the top half first. Don't destroy the bottom half first, or the top half will respond with a damaging attack. As the upper half is killed, it will reduce one character's MP to zero. Once the upper part is gone, use Fire or Lightning and weapons on the bottom portion.





DORINO VILLAGE

ITEMS FOUND
Magic Tab

Stop by the Elder's House first, where your old drinking pal Toma has just accepted a new job. He's off to find a legendary Rainbow Shell. Follow him to the Dorino Inn, and pump him for information. Also, speak to the other folks here to gather clues about your quest against Magus.

At the House on the north side of Dorino is a shiny dot on a locked bureau. Speak to the old guy to the left, and he'll offer to trade you what's in the bureau for your Naga-ette Bromide. Examine the bureau again to receive a **Magic Tab**.

FIONA'S VILLA

ITEMS FOUND
Mid Ether (2)

Move to the lone structure south of Dorino, which is occupied by the lonely Fiona. Her husband is missing, but she has two **Mid Ethers** which you can take. Fiona will be part of an important side quest late in the game.

PORRE VILLAGE

ITEMS FOUND
Power Tab

Inside the Porre Market someone has dropped a shining **Power Tab** on the floor. The Porre Market is the only place to offer the Gold Suit and Beret, so consider some purchases.

Stop by the Café, and buy Toma a drink for a report on how he's doing. Talk to all the patrons in the place for some extremely helpful advice about the coming battles.

CURSED WOODS

ITEMS FOUND
Mid Tonic
Shelter
Magic Scarf

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gnawer	210	2	300	26	None	None	None
T'pole	150	1	30	26	None	Mid Tonic	None

The Cursed Woods lie just northwest of Porre. Read the sign to the left of the entrance to get a clue about who lives here. Move upward along the right side of the area, claiming the items in the two chests. At the top, move directly above the green bush that shakes occasionally, then move down into it to descend a hidden ladder.

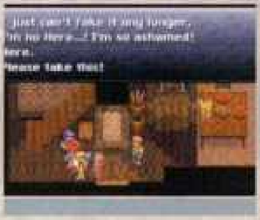
Open the container near the ladder for a **Magic Scarf**, and then move into the center of the room, where Frog leaps out to greet you. He's horrified about the recent news. It is now time to head to the mysterious Denadoro Mountains.

TATA AND THE FROG – 600 AD

MAIN OBJECTIVES:

Climb the mountain to the top.

Defeat the brothers Masa and Mune.



Obtain the Hero Medal from Tata.

Take the Bent Hilt from Frog's place.

Ride the Time Gates back to Melchior's Hut.

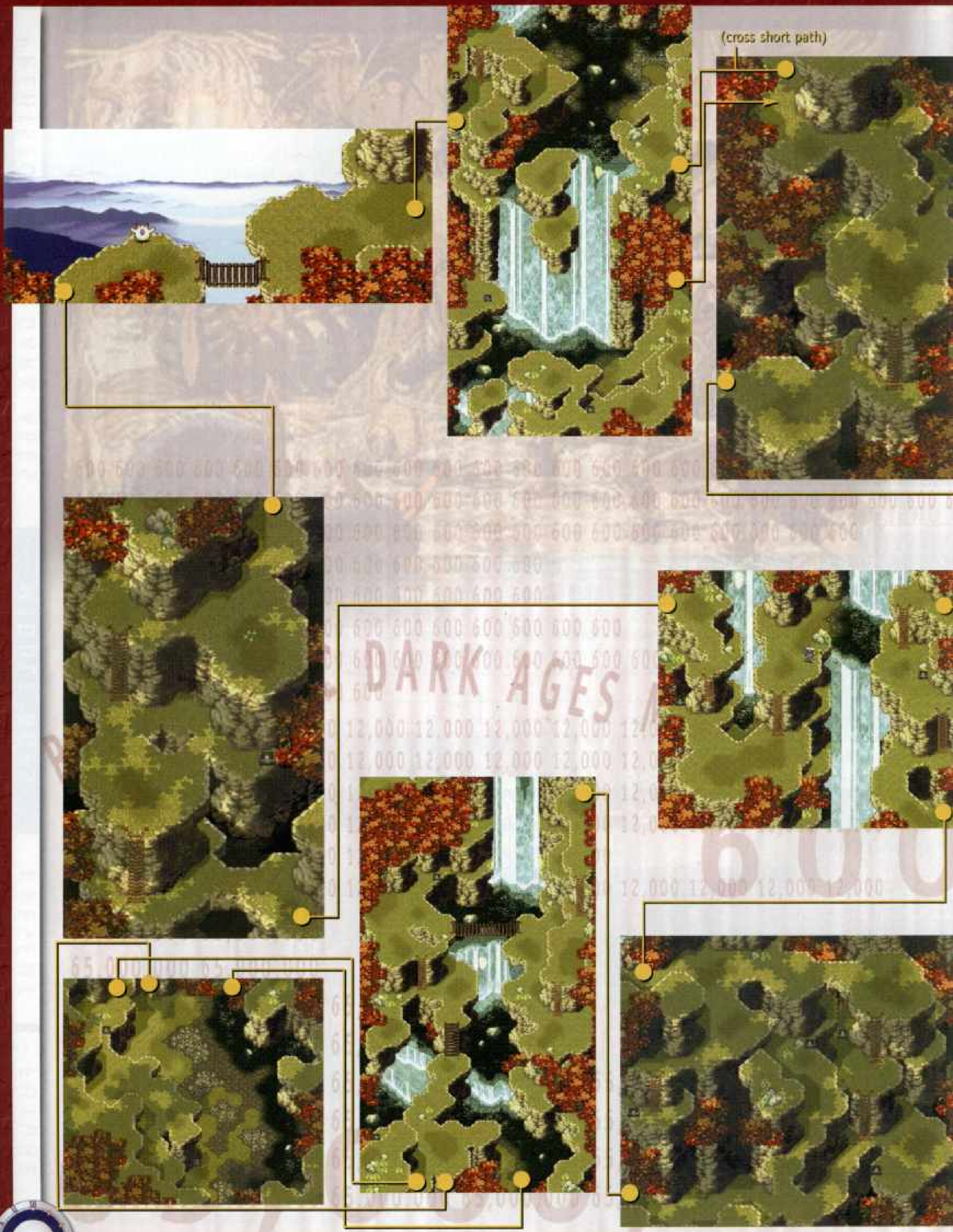
DENADORO MOUNTAINS

ITEMS FOUND

300 G	*Mid Ether (4)*	*Silver Stud*	*Gold Suit*
Mirage Hand	*Gold Helm*	*Silver Earring*	*Shelter*
Ether	*Mid Tonic (2)*	*Magic Tab*	*Bent Sword*
Revive (2)	*600 G*	*Speed Tab*	
500 G	*300 G*		

ENEMIES

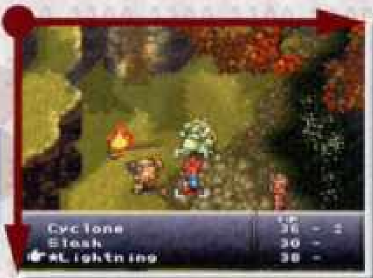
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bellbird	94	2	100	27	None	None	Heal
Free Lancer	110	2	125	39	None	Barrier	None
Goblin	146	2	80	32	None	None	None
Ogan	146	2	80	32	Fire	Shield	None

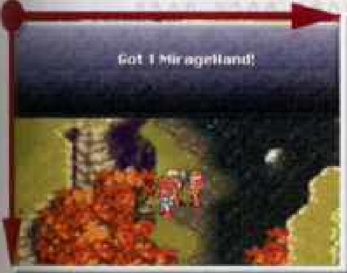

(cross short path)

Rocky Climb

Following the advice of the folks in the villages, place Lucca in your party to have access to Fire magic. Head north, collecting **300 G** on the way. When you reach the bottom of the ladder, the "Legendary Hero" is chased out by a Goblin. Defeat the first monster, and an Ogan shows up.

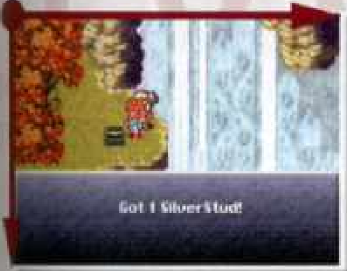
TIP *Ogans are Goblins with a wood club that increases their defense and attack abilities. Start battles against them by casting Fire and the club will burst into flames. The monsters then become regular Goblins that are easier to kill.*




Got 1 MirageHand!

Go under the tree branches to the right of the ladder. Collect the **Mirage Hand**. Now return to the ladder and climb upward.

A series of difficult enemies waits at the top of the mountains. Lucca's Fire abilities are often needed, so be sure to equip her with something that increases Speed.

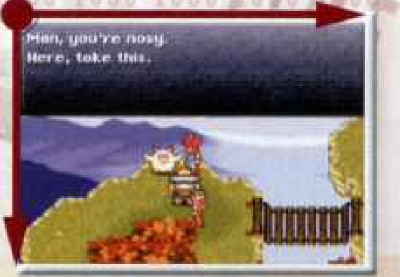

Got 1 SilverStud!

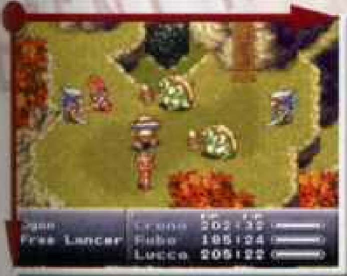
The Water Slide

Collect **300 G** from the chest and curve north to the top of the waterfalls. Defeat the Free Lancers and Bellbird, take the **Mid Tonic** and then move downstream. Fall down the left waterfall to drop onto a cliff to obtain a **Silver Stud.** Move right, and jump to a lower cliff where a **Silver Earring** is located. Equip these items, as they are extremely beneficial.

Hidden Items

Return to the mountaintop and continue heading west. After crossing a bridge, you'll find a peaceful white monster enjoying the view. Keep pestering the thing until it hands over a **Magic Tab.**


Man, you're nosy.
Here, take this.



Continue downward to a save point. There won't be another save point before the boss, and you can't come back to this one. So, if you have to, use a Shelter if necessary and save now. Below the save point is a chest with a **Mid Ether**. Head directly west to the corner and search for a hidden **Speed Tab**.

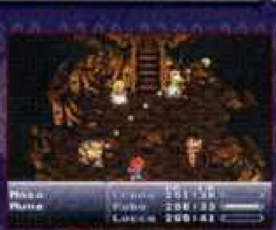
In the next area, that rock-tossing Free Lancer will assault you again, but don't panic. Hidden under the branches near the entry point is a chest containing a **Gold Suit**. Defeat all the enemies in this area, then climb up to the cave's entrance.

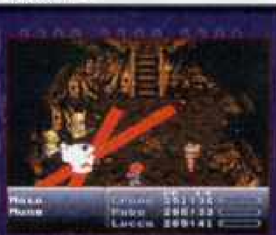
TIP *After the Masamune is upgraded in a future side quest, return to the rock-tossing Free Lancer with Frog in your party. Frog will catch the* ***Gold Rock****, an accessory needed to perform the Grand Dream Triple Tech.*

BOSS: MASA, MUNE

HP	EXP	TECH	G	WEAK vs	STRONG vs	CHARM
1000 ea	400	4	600	None	None	—

The best party for these back-to-back bosses consists of Crono, Lucca, and Robo. Focus your attacks on one of the brothers, and hit him continuously with your strongest Dual Techs and magic spells. You only need to defeat one brother for the fight to be over. Note that Mune, on the left side, will not counterattack. In the meantime they will counterattack with their own brand of X Strike. Designate one character to heal the wounded every round.



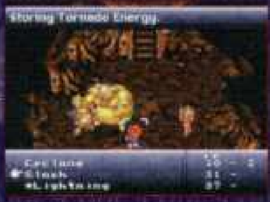


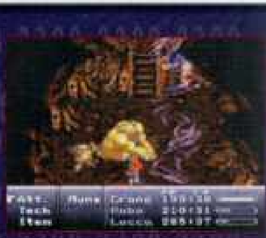
BOSS: MASAMUNE

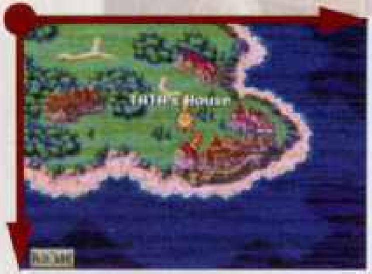
HP	EXP	TECH	G	WEAK vs	STRONG vs	CHARM
3600	500	10	1500	None	None	—

The brothers will combine into one massive creature. Pound it with your most powerful Dual Techs and magic, but watch out for its main counterattack. When you see that the monster is "Storing Tornado Energy," Crono should perform Slash immediately. This disperses the energy that the boss is storing, preventing it from using its most damaging attack.

After the battle, you are granted the **Bent Sword**. The brothers are kind enough to help you leave the mountains without backtracking.







TATA'S HOUSE

Check up on the "Hero" to see what happened. Return to Tata's House in Porre and speak to the young lad. He'll gladly turn over the **Hero Medal**.

ITEMS FOUND

Hero Medal

CURSED WOODS

ITEMS FOUND

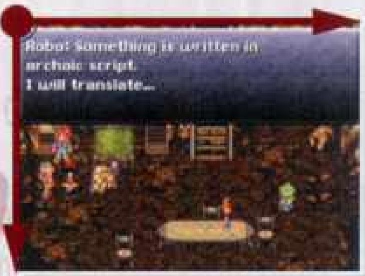
Bent Hilt

ENEMIES

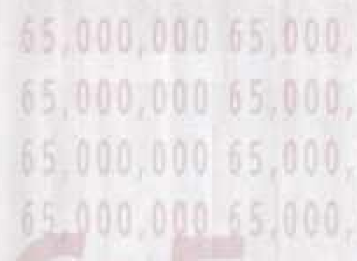
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gnawer	210	2	300	26	None	None	None
T'pole	150	1	30	26	None	Mid Tonic	None

Return to Frog's lair in the woods northwest of Porre. Examine the glittering box where Frog was standing and the **Bent Hilt** will leap out. One of your characters will notice that "MELCHIOR" is inscribed on the object, so it's time to revisit 1000 AD.

TIP *There is a strange blue creature that can be spotted in these woods occasionally. If you run up to it and press X, it will scream "Stop, you dogs!" and depart. It is a rare occurrence and may be worth investigating.*



Robo: Something is written in archaic script.
I will translate...



MELCHIOR: I doubt that you'll ever find the red stone, but if you bring some to me, I will fix the Masamune. Keep the sword with you until then.

MELCHIOR'S HUT

Travel back to Truce Canyon and use the Time Gate to return to the End of Time. Use the time pillar to go to Medina Village in 1000 AD. Head west to Melchior's Hut, and speak to the old fellow again. He won't divulge details, but he does agree that he could repair the Masamune if he had something called a Dreamstone. However, such an item hasn't existed since prehistoric times.

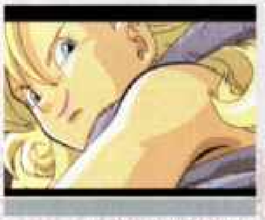
THE END OF TIME

Return to the Time Gate in the closet, and zap back to The End of Time. Use the lower time pillar to begin a journey back to 65,000,000 BC.

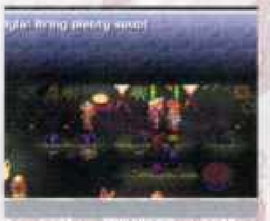
THE RARE RED ROCK – 65,000,000 BC

MAIN OBJECTIVES:

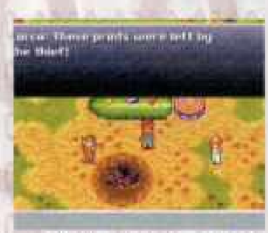
Defend yourself against the Reptites.



Follow Ayla back to her village.



Beat Ayla in the soup drinking contest



The Dreamstone and Gate Key are gone!

MYSTIC MOUNTAIN

ENEMIES

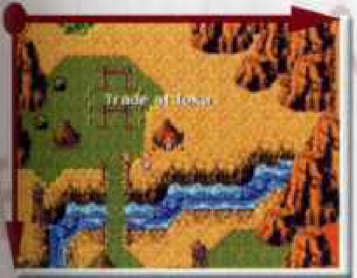
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Kilwala	160	2	0	42	None	None	Petal
Reptite	92	2	0	72	Magic	Magma Hand	Petal
Runner	196	2	0	48	None	None	Horn

The party steps out of the Time Gate in midair! After crashing to the ground below, enemies called Reptites attack. Use Magic and Dual Techs to clear the area. When a second group closes in, you're outnumbered! Luckily, a cave woman jumps into the fray.

After your second fight, Ayla introduces herself to Crono and invites the party back to her village. As you follow her, avoid enemy confrontations and grab the **Berserker** on the left.

ITEMS FOUND
Berserker

Ayla: Me Ayla.
Ayla like strong people.
So Ayla like Crono!



IOKA VILLAGE

ITEMS FOUND
Dreamstone
Tonic

Head east and then north toward the four large huts. This is Ioka Village, which is spread north and south of the river. In one of the lower tents is a woman who will let you drink water that restores HP/MP.

The upper left dwelling is the Chief's Hut. Inside, Ayla explains about her people and their war with the Reptites. Then she orders a celebration in your honor.

Tribal Beat

As the festivities get underway, talk to Ayla, Kino, and your party members. Keep talking to everyone until Ayla challenges you to a soup drinking contest. The prize is the **Dreamstone** you seek! Rapidly tap the X button until the contest is over. It's easier than the soda drinking game back at Leene Square, but if you lose just keep trying until you win.

What a Night...

When the party awakes in the morning, they are surrounded by footprints. The Dreamstone and Gate Key are gone! Return to the Chief's Hut and awaken Ayla. She joins the party to help get your stuff back from the Reptites. Include Marle or Robo in your party, to act as a healer.

With the chief in tow, the witch doctor in the upper right hut will now trade you items. In order to trade, you need items such as Petals, Fangs, Horns, and Feathers that can only be gained by defeating enemies in this time period. A man to the left tells you what items can be traded for here. Stop by the lower east hut and talk to the front person to receive a **Tonic**.

Want to know items?
Yes.
No.

HUNTING RANGE

ITEMS FOUND

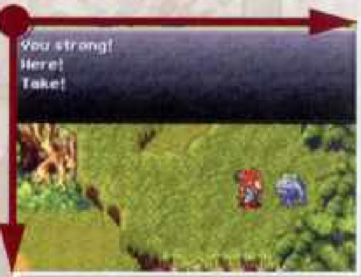
Third Eye

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Amphibite	100	0	0	66	None	2 Horns	None
Anion	152	1	0	72	None	None	2 Feathers
Croaker	100	0	0	66	None	2 Fangs	None
Ion	152	1	0	72	None	2 Feathers	2 Feathers
Nu	1234	30	0	248	None	Mop	3 Petals, 3 Fangs, 3 Horns
Rain Frog	100	0	0	66	None	None	2 Fangs

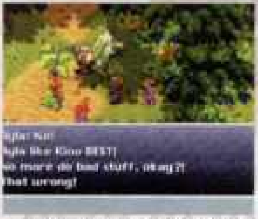
To obtain the items needed to trade at the Ioka Hut, venture north to the Hunting Range and seek out some of the wildlife. Each time you enter the area, little monsters will be everywhere.

Periodically it will rain in the Hunting Grounds. When this occurs, run like crazy around the area looking for the Nu. This bizarre blue creature will give you three of every item if you defeat it. The first time you defeat the Nu, it will give you the **Third Eye,** which increases Evade.

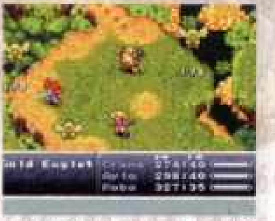

You strong!
Here!
Take!

FOOTSTEPS! FOLLOW! – 65,000,000 BC

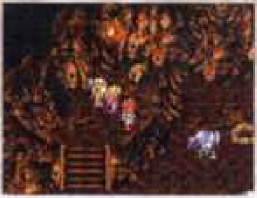
MAIN OBJECTIVES:


yla: No!
yla like Kino BEST!
o more do bad stuff, okay?!
hat wrong!

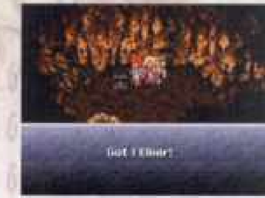
Find out what Kino's been up to.


Gold Eaglet

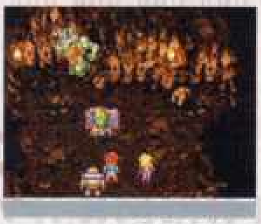
Navigate the area and exit south.



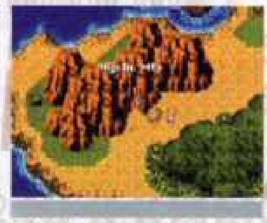
Penetrate the Reptite Lair.


Got 1 Elixir!

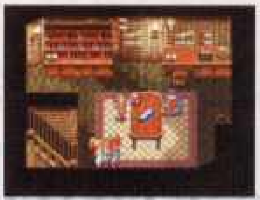
Collect items from all branches of the lair.



Defeat Nizbel.



Head back to the Time Gate at Mystic Mountains.



Return to Melchior to repair the Masamune.

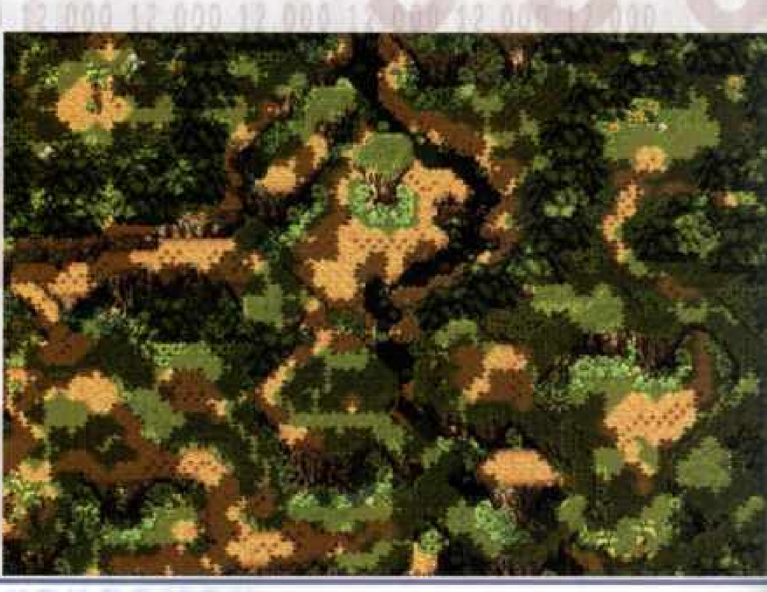
FOREST MAZE

ITEMS FOUND

Mid Tonic (3)
Mid Ether (2)
Revive (2)
Shelter
Heal

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gold Eaglet	400	2	80	32	None	Ether	Feather
Kilwala	160	2	0	42	None	Petal	Petal
Runner	196	2	0	42	Lightning	None	Horn
Winged Ape	450	2	0	123	None	Ruby Vest	Fang
Red Eaglet	400	2	0	69	None	None	Feather



Jealous Kino

Kino stands at the entrance of the Forest Maze surrounding the Reptite Lair, and he admits to stealing your Gate Key. Ayla sends him back to the village pouting, and you may plunge into the thicket.

Follow Footsteps Closely!

Immediately below the entrance point is a treasure chest containing a **Mid Tonic**. The chests in this area blend in and are a bit hard to spot. Use the maps for this section to locate the chests and to figure out how to navigate.

Once you get to the southern portion of the maze, you can no longer rely on the footprints to lead you to the exit. Use the maps instead, and after you collect all the supplies look for the exit point.

REPTITE LAIR

ITEMS FOUND

Mid Ether (2)
Full Tonic (2)
Ruby Vest
Rock Helm
ElixirFull
Ether

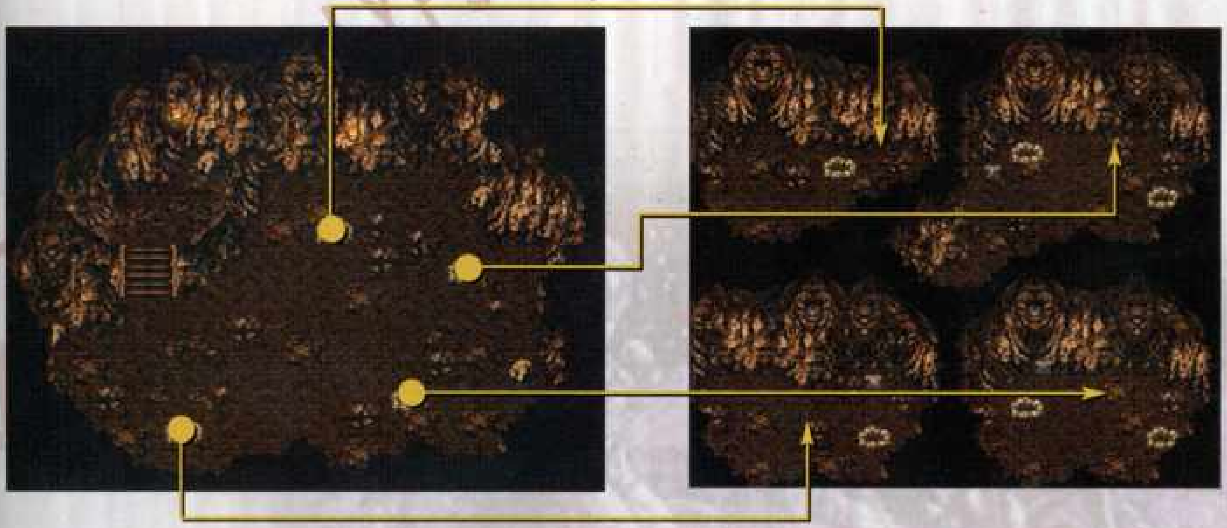
ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Evilweevil	158	2	0	81	Magic	Dream Gun	Feather
Fly Trap	316	2	0	86	Attack	Dream Bow	Petal
Megasaur	830	2	0	147	Lightning	Aeon Blade	Fang
Reptite	92	2	0	72	Magic	Magma Hand	Petal
Shiitake	158	2	0	111	Magic	Petal	None
Winged Ape	450	2	0	123	None	Ruby Vest	Fang

The Burrowing

Head into the cave and take the right tunnel. Wait on the raised platform, and watch the Evilweevils at work, burrowing holes in the floor. All but one Evilweevil will do this. That leaves only one monster, which is easy to dispatch.

The holes in the floor lead to various chambers in the Reptite Lair. If you look at the maps and the way they are connected, you can see that there are four distinct pathways through the lair, and you can see the treasures along each route.



TIP *A particularly nasty enemy is the Megasaur. Cast Lightning on it to reduce the Megasaur's defense, and the "shock" lasts a few turns. Hit it with your hardest Dual Tech to finish the creature before it recovers.*

Whichever path you take, you must continue following that path until you are dropped into a large chamber where Reptites run amok. Two of them are busy guarding chests that contain a **Full Ether** and a **Rock Helm**. Exit through the cave to the right.

TIP *Want to collect the treasures from every path? Head upward past the Winged Apes and Shitakes and enter the first cave on the left. Climb to the top of this section and drop into the hole to go back to the entrance.*

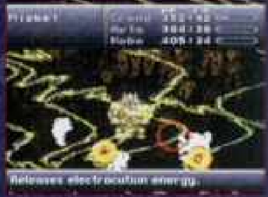
At the top of the narrow bottom corridor is a team of Reptites with a Megasaur. After defeating them, a save point will appear on the right. Use a Shelter if needed and save before continuing north. Also note that when you defeat the boss, the party will leave the Reptite Lair automatically and you can't return for any missed treasures.

BOSS: NIZBEL

HP: 4200 **EXP:** 500 **TECH:** 10 **G:** 0 **WEAK vs:** Lightning **STRONG vs:** None **CHARM:** Third Eye

Azala's creation is mostly invulnerable until you use a Lightning Spell on it. Once its Defense is lowered, attack it with your strongest Dual Techs, such as Drill Kick, Volt Bite, or Ice Sword 2.

Two or three rounds after you've cast the Lightning spell, Nizbel will discharge an enormous electric shock. Make sure to use a healing Tech like Aura Whirl or Heal Beam. After the discharge, you have to cast another Lightning spell and start over. Keep your HP high for those static discharges, and you should be able to outlast Nizbel.



Releases electrocution energy.

IOKA VILLAGE

ITEMS FOUND

Gate Key
Dreamstone

After Nizbel is defeated and Azala is running for cover, the team reclaims the **Gate Key** and can return to the future. Return to Mystic Mountain, climb to the top and jump off the cliff into the Time Gate. At the End of Time, move to the time pillar that will take you to Medina Village in 1000 AD.

MELCHIOR'S HUT

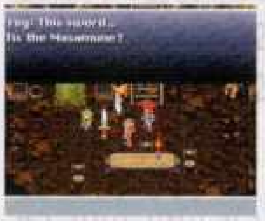
ITEMS FOUND

Masamune

When you approach Melchior with the Masamune parts and the Dreamstone, he agrees to fix the blade. Follow him downstairs, and be patient while he works. Eventually, they reconstruct the Masamune and the beautiful weapon will be ready to return to its rightful heir.

THE MASAMUNE – 600 AD

MAIN OBJECTIVES:



Frog: This sword...
Is the Masamune?

Return to 600 AD and find Frog in the Cursed Woods.

Travel to the Magic Cave and break the seal.

"The Juggler in Magus's castle...
strengthens his guard when attacked.
eware!"

Brave the Magic Cave and read the dead soldier's note.

Prepare to enter the castle of evil Magus.

CURSED WOODS

From Medina, travel back to the End of Time and use the time pillar that takes you to 600 AD. Travel back to the Cursed Woods and speak to Frog. He accepts the Masamune and permanently joins the party. Now choose who will go to Magus's Castle. Crono and Frog must be in the party, so take Lucca along to balance the party magic-wise.

TIP *Frog won't learn any new Techs until you return to the End of Time and introduce him to Spekkio. There, he will automatically learn the **Water** spell.*

MAGIC CAVE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gremlin	110	2	70	51	All	None	None
Vamp	120	2	70	65	Magic	None	None

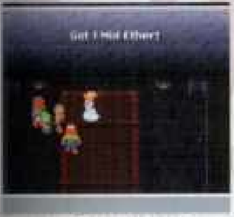
The Magic Cave is a rather nondescript mountain east of Fiona's Villa. Frog will create an entrance with the Masamune. Make sure you also equip Frog with the Hero's Medal, which increases the Critical Hit rate of the Masamune.

The Magic Cave is a short but twisting cavern full of Gremlins and Vamps. Both enemy types can only be attacked with magic, and a stampede of Gremlins will emerge when you're halfway through. At the exit there is a note pinned to a dead soldier that relates information about an upcoming enemy called a Juggler.

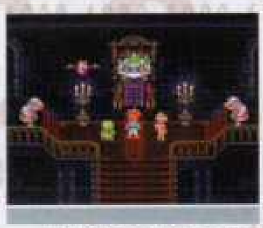
A tiny bat tags along with you. Ignore it for now.

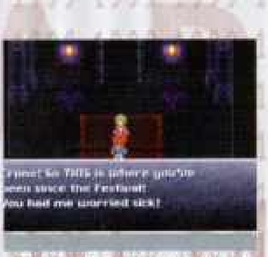
MAGUS'S CASTLE – 600 AD

MAIN OBJECTIVES:

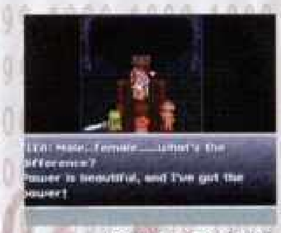

Got 1 Mid Ether!

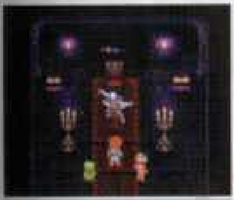
Explore the lair and collect items.

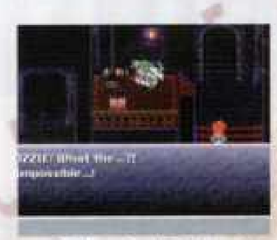

Meet Ozzie at the center.

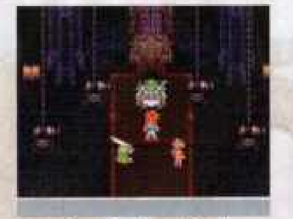

Crono! So THIS is where you've been since the Festival! You had me worried sick!

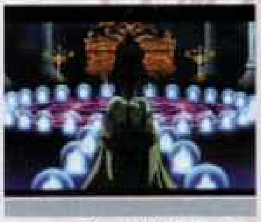
Defeat the doppelgangers in the east wing.


Fight your confusion about Flea.


Exchange blows with Slash.


Follow Ozzie further into the castle.


Drop Ozzie to his doom.


Prevent Magus from unleashing the apocalypse.

ITEMS FOUND

Mid Ether (4)
Shelter (2)
Slasher
Barrier (2)
Magic Tab (2)
Mist Robe (2)
Dark Mail
Doom Finger
Lapis
Speed Belt
Revive
Magic Scarf

MAGUS'S LAIR

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Decedent	67	1	90	12	Lightning/Fire	None	None
Flunky	390	2	170	127	Magic	None	None
Grimalkin	120	3	180	114	None	None	None
Groupie	390	2	210	113	Magic	None	None
Fat Hench	180	2	200	93	Fire	None	None
Juggler	450	3	220	128	Varies	None	None
Omnicrone	218	1	55	22	None	None	Ether
Outlaw	182	3	90	104	None	None	None
Roly Bomber	99	3	100	72	Magic	None	None
Shadow	1	1	50	14	Magic	None	None
Sorcerer	220	3	220	111	Fire	None	Mid Ether
Vamp	120	2	70	65	Magic	None	None
Save Point	10	2	100	144	None	None	None

Palace of Darkness

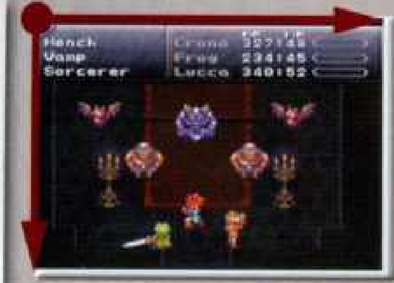
Eerie silence pervades the halls of the evil wizard's castle. In the east wing are four children guarding a chest, and further up is an unguarded **Mid Ether.** Clones of Crono's mom, Queen Leene, and Taban will haunt you.

Return to the foyer and explore the west wing to find another **Mid Ether**, and at the far end is a second throne room with items on either side.

Return to the entrance, where a save point has mysteriously appeared. Examine it and Ozzie materializes. He summons monsters for you to fight.

The Charming Magician

Proceed up the east wing once more. This time, the children will transform into Shadows. Use magic to wipe them out. Their treasure is a **Barrier**.



Proceeding north, you'll be attacked by Sorcerers, who conjure Fat Henches and Vamps to outnumber you. Destroy the Sorcerer first, using a strong physical Tech like X Strike. Otherwise it will continually heal itself and the others. At the far end of the east wing is the magician Flea.

BOSS: FLEA

HP: 4120 **EXP:** 500 **TECH:** 10 **G:** 1000 **WEAK vs:** Attack **STRONG vs:** Magic **CHARM:** —

Flea
Crono
Frog
Lucca

As you start this fight, you'll notice a question mark after Flea's name. In truth, this is ***NOT FLEA!*** Don't waste any MP destroying this impostor. When the monster is destroyed, it drops the MP of the character who killed it to zero. Quickly use a Full Ether as you fight the real Flea.

The tiny bat which has been following you since the Magic Cave now reveals itself to be the true Flea, and he (?!) can be a cunning opponent. Being mostly immune to Magic attacks, Flea is only susceptible to physical blows.

For this fight, it's best to have a party of Crono, Frog, and Robo so that your clunky metal friend can perform Heal Beam as well as powerful physical Dual Techs like Rocket Roll and Blade Toss. Crono and Frog can perform X Strike, but your amphibian counterpart is going to be busy healing and curing status ailments. Flea has a habit of charming one of your characters to strike the other two, which is not a lingering status abnormality. Don't waste curative items unless the character remains in a Chaos state.

Att.
Tech
Item
Crono
Frog
Robo

Flea
Crono
Frog
Robo

The Sword Master

Flea will drop a **Magic Tab** on the ground following his departure. Explore the west wing now, defeating the Omnicrones and Decedents that have appeared here. Place Lucca or Marle on the combat team before reaching the boss at the top of the area. After a host of Decedents, the blue lord of the sword appears.

BOSS: SLASH

HP: 5200 **EXP:** 500 **TECH:** 10 **G:** 1500 **WEAK vs:** None **STRONG vs:** Magic **CHARM:** —

Slash is a bit more difficult to fight since he lasts two battles. During the first round, he barely pays attention to you. Reserve your waning MP for the second round, and in the meantime just attack normally and use X Strike occasionally.

After the first amount of HP is gone, Slash grabs his infamous sword off the wall. This item sharply raises his magic defense, so he is only vulnerable to physical attacks in the second half of the fight. Some of Slash's attacks will cut your characters' HP by half.

Slash
Crono
Frog
Lucca

Slash
Crono
Frog
Lucca

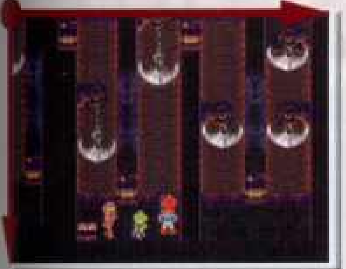
Make sure that one character in your party is dedicated to healing the others. Fire up sword-based Dual Techs such as Spire, Sword Stream, Red Pin, and Ice Sword or Fire Sword.

Ozzie's in...a jam!

The Daunting Green Blob

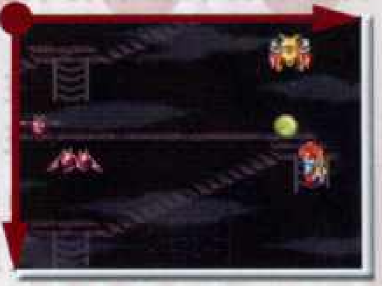
Your blue foe leaves his prized weapon behind him, the **Slasher**. Equip Crono with this weapon immediately. Also, a valid save point appears.

Examine the save point that has reappeared in the foyer, and you are transported to another area. Fight your way up the corridor to the top, where the elusive Ozzie appears once again. Grab the **Mist Robe** from the nearby chest and pursue him.



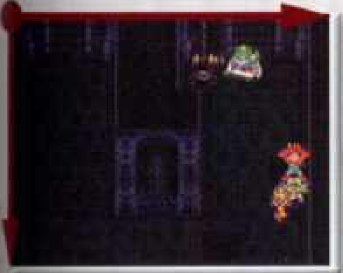
The Chopping Block

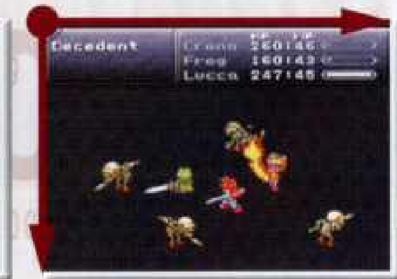
The great green one has a series of hoops for you to leap through, starting with a conveyor belt nightmare. Wait to hop on each belt until the moment that the blade strikes, so you slide under while the blade is rising again. Collect the **Dark Mail** on the way, and equip it quickly. Keep braving the chopping blades and use Mid Tonics if you get hit. Upon your reaching Ozzie, he'll retreat once more. Take Robo's **Doom Finger** and move on.



Jugglers

Climb the series of ascending ramps, battling Rolys, Vamps, and Jugglers. You can avoid all these fights by climbing over the sides using the chain ladders, whenever a Roly gets close. Remember the dead soldier's note about Jugglers. Start off with a regular attack. When you see that the Juggler's physical defense is definitely on, cast a magic spell. It will switch over its defense each time it is struck, so your next character will have to use a regular attack, and then a magic spell, and so on.

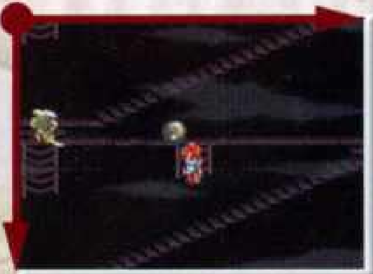




Crouching Save Points, Hidden Pitfalls

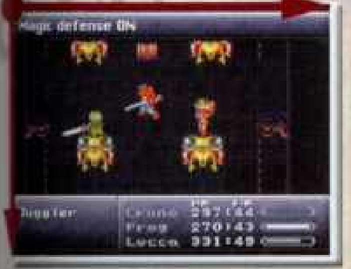
Notice that Ozzie is holding a winch handle. As you start to cross the area, he drops you into a room with six Decedents that must be killed immediately. Search this large chamber to find chests that hold a **Lapis**, a **Mid Ether**, a **Shelter**, and a **Barrier**. In the bottom right corner of the room, wait momentarily and a **Magic Tab** will sparkle on the ground.

There appear to be four save spots in the room, but it's an illusion. One of the save points is real, but two of the save points will actually spread out and attack! They're low on HP and don't do much harm, but it's annoying. Generally, the two save points that will attack are directly across from each other, and the real save point is across from the one which will teleport you back to Ozzie's trap room. When you finally avoid all the traps and reach Ozzie, he high-tails it once more.



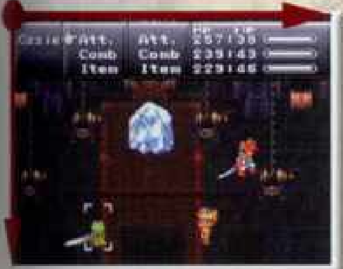
Exploding Rolys

The next series of ascending ramps is plagued by Roly Bombers. These will explode when defeated, damaging your whole party. Avoid fighting them if possible. When a Roly Bomber barrels down the ramp, climb down one of the chain ladders momentarily until it passes. Also, avoid fighting the Outlaws and Jugglers until a Roly Bomber is way past, or they will get caught in the melee too.



Monster Winches

Ozzie's next set of traps involves raising Outlaws, Groupies, and Jugglers out of the ground. When fighting multiple Jugglers, it's important to focus on one Juggler at a time. Wait until one character attacks before commanding the next character to cast a spell or whatever. As Ozzie continues to flee, collect the **Speed Belt** and catch up to him.



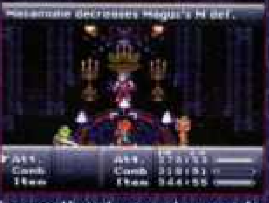
Not So Fast, Green Boy!

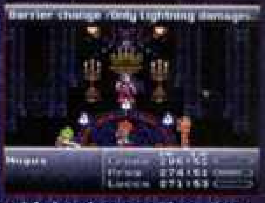
After another corridor teeming with monsters, you'll catch up to Ozzie at last. This really isn't a boss fight since there's no EXP, Tech Points, or G. Ozzie will raise an impenetrable barrier, but he is not your target. Each turn, one of the winches on the side becomes a target. Attack the winches each round until Ozzie drops into a pit.

After the fight, two save points appear. The one on the right allows you to use a Shelter and save, and the one on the left teleports you to Magus. Collect the **Mist Robe** and **Magic Scarf**, then go to the left save point. One of the most effective parties to use is Crono, Frog, and Lucca.

BOSS: MAGUS

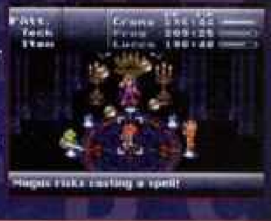
HP: 6666 **EXP:** 1500 **TECH:** 15 **G:** 3000 **WEAK vs:** The Masamune **STRONG vs:** * **CHARM:** —


Masamune decreases Magus's M def.


Barrier change /Only Lightning damage.

Magus's shifting magic barrier prevents him from being hit by any type of magic save one. Your first job is to test the waters and see what that type of magic to which he is vulnerable. Have Crono cast Lightning, and if it fails you will see a message telling you exactly what type of magic will be effective. Once you know, cast that spell only and avoid using physical attacks. If Crono or Lucca performs a physical attack, Magus's barrier will change to some other type of magic. It *might* change when you cast a spell, but it will *definitely* change if you attack him. If the magic barrier switches to Water or Shadow, attack Magus immediately to change it to Lightning or Fire. Frog should attack with the Masamune, since every time you strike with the Masamune, Magus's Magic Defense will drop. Thus, whatever your other character is casting will become more effective each round! This method may leave one of your characters standing there, either Crono or Lucca. Just have that person heal the other two with items.

The battle changes gears when you see a message onscreen reading "Magus risks casting a spell!" When this occurs, anything goes! Start whacking Magus with your most powerful Techs, whether magic or physical. His barrier doesn't exist anymore, but you need to take him down fast at this point. Magus will be casting all sorts of dark spells on your crew. If you don't take out Magus quickly, he will use Dark Matter, inflicting a large amount of damage on the entire party. Frog will have to stop attacking in order to cure people. Maintain your barrage of attacks until the dark lord relents.

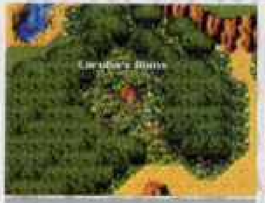

Magus risks casting a spell!

The Massive Rift

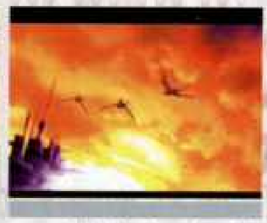
Magus curses the heroes for interrupting his ritual, and a huge rip in the time-space continuum opens! The party is sucked into the vortex.

FORWARD TO THE PAST – 65,000,000 BC

MAIN OBJECTIVES:

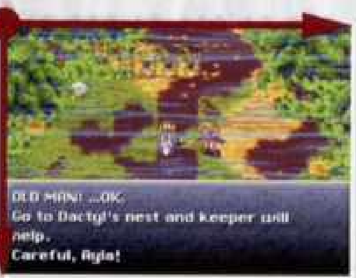

Follow Kino to the Laruba Ruins.

Storm the cliffs of the Dactyl's Nest.


Ride the Dactyls to the Tyrano Lair.

IOKA VILLAGE

The characters rest and recuperate in Ayla's Hut, so you're at full HP/MP when Kino comes storming in. Follow him to the Laruba Ruins, nestled in the green area to the northwest.


OLD MAN: ...OK.
Go to Dactyl's nest and keeper will help.
Careful, Ayla!

LARUBA RUINS

Ayla obtains permission to fly the Dactyls from the Elder of the smoldering Laruba Village. Follow her out to the world map, then north to the mountains where the Dactyl's Nest lies.

DACTYL'S NEST

ITEMS FOUND

Mid Ether
Mid Tonic
Meso Mail

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Avian Rex	327	3	0	129	Lightning	None	Feather
Cave Ape	436	3	0	123	None	None	Fang
Shist	250	3	0	94	None	None	Petal

The Winged Perch

The Dactyl's Nest is a blessedly short area to climb. Use the branch-trunk ladders to climb the rocky cliffs and ascend to the peak, where Ayla summons three giant Dactyls. She permanently joins the party, so you must choose a third to go along. The safest bet is Frog.

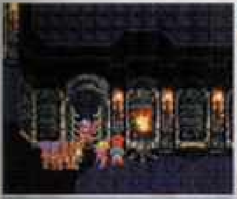
Flying High

The Dactyls are piloted using the D-pad, and you can land in any area that is large enough by pressing X. Press X again to get back on the Dactyls and rise. Stop by the Chief's Hut in Ioka Village, to rest for free and save your game. Then proceed southeast across the magma flows to the highly advanced Tyrano Lair.

TIP *The Ioka Trading Hut has better items now, for the same trading values as before! If you don't have a good stock of trading items, swing by the Hunting Grounds and defeat a few monsters. For the Tyrano Lair, you should have Ruby Vests for all your characters. Many of the enemies inside inflict fire damage. Trade at the Ioka Hut until your party members are all equipped with Ruby Vests.*

UNNATURAL SELECTION? – 65,000,000 BC

MAIN OBJECTIVES:



Free the villagers at the Tyrano Lair.

Kino opens the upper levels.

This is a special place.
The great Nizbel was defeated here!

Defeat Nizbel II.

Confront Azala and his mighty pet.

A new Time Gate appears in the Lair Ruins.

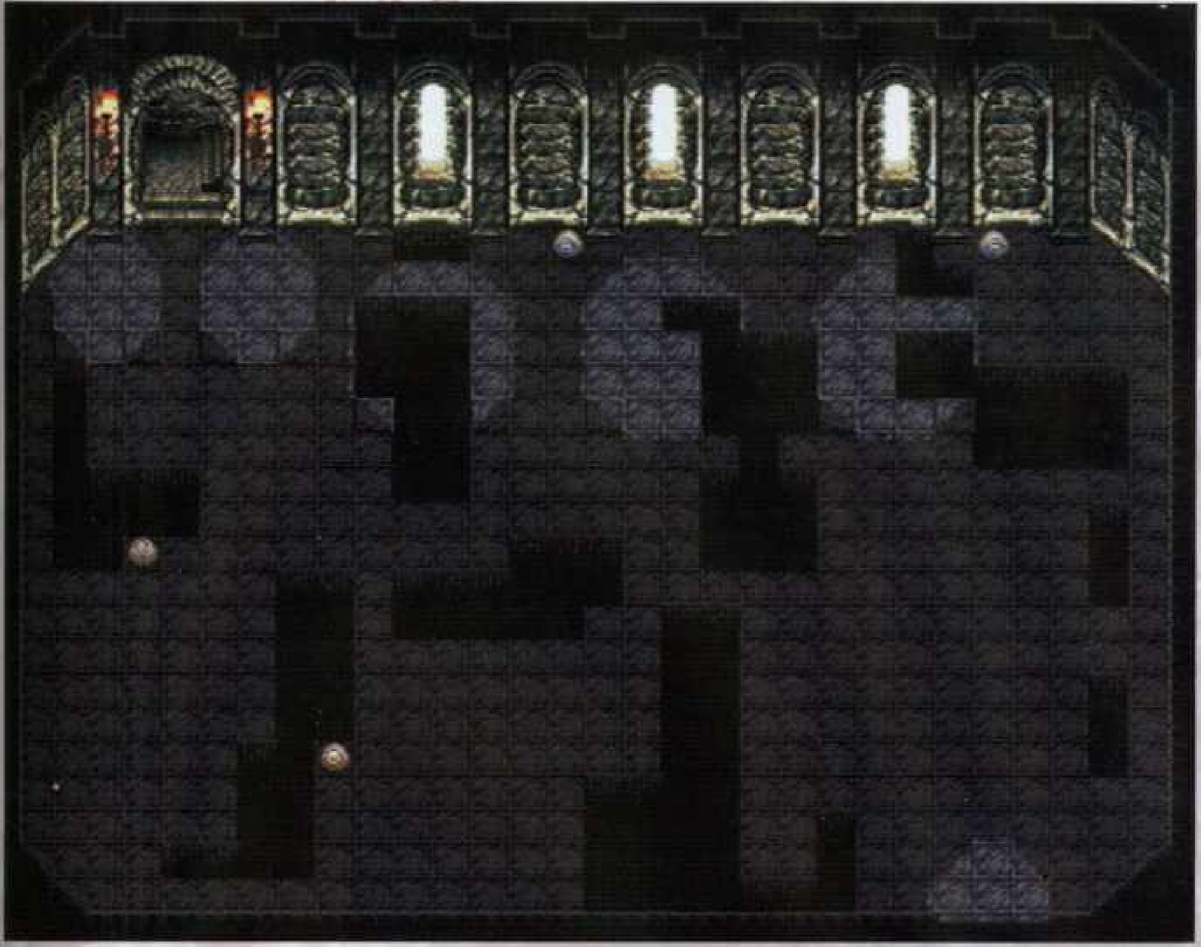
TYRANO LAIR

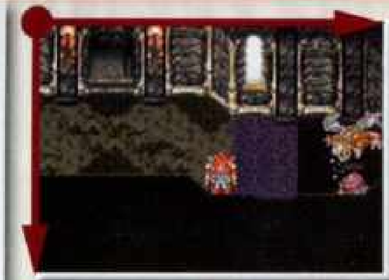
ITEMS FOUND

Mid Ether (2)
Full Tonic
Full Ether
Tonic
Revive
Cera Topper (2)
Meso Mail

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Avian Rex	327	3	0	129	Lightning	None	Feather
Cave Ape	436	3	0	123	None	None	Fang
Reptite	336	4	0	126	None	None	Mid Tonic
Terrasaur	1090	4	0	253	Magic	Lapis	None
Volcano	257	7	0	222	Water	Lapis	None

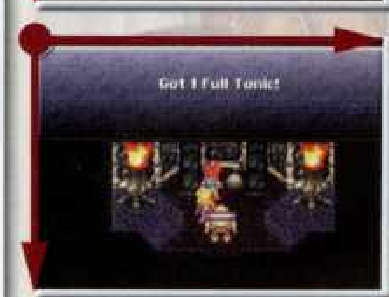




Prison of the Lizards

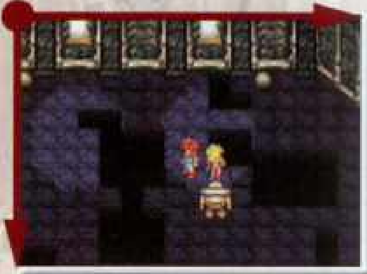
Run past the Cave Apes, through the right skull and down the stairs. Use Lightning magic against the Reptites, then push the button on the door to release the prisoners. Continue defeating the lizard creatures as you descend further.

Talk to Kino through the bars, and Ayla busts him out. Kino offers to show you something, but first open the pod in the back of his cell to receive a **Mid Ether**. Now follow Kino back up to the entrance, where he opens the left skull. After Kino departs, start heading upward.



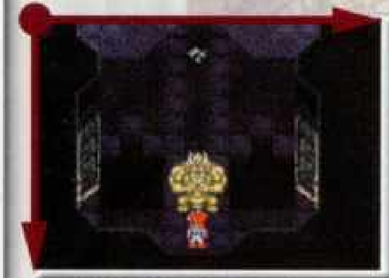
Got 1 Full Tonic!

In the room above, step on the left and right floor buttons to drop the monsters into the pit rather than fight them. Go through the right door and cross the balcony to the far side. In the room with two pods, check the left one for a **Full Tonic**, but don't check the right one! If you do, you'll be dropped into the villagers' cell, where you'll have to fight a hazardously large group of monsters.



Return to the room where you dropped the monsters, and you must fight the ones on the right side. Drop the ones on the left side into the pit again and go through the left door. Cross the balcony to the far left to a room with a strange floor.

Use the map on the previous page to determine where the warp fields are, and where they take you in the room. After collecting the four items, proceed to the exit and continue upward.



Cross the treacherous balcony past the locked gate to the open doorway on the far right. Inside here are two switches and a giant skull. Push the right switch to open it. If you push the left switch, monsters pop out. Step inside the skull and take the **Full Ether** from the right pod, then push the switch on the back wall. The gate back out on the balcony will now be open.

Nizbel II stands inside the entrance. However, it doesn't recognize you at first, so you may move around it to the save point. Use a Shelter if needed before proceeding north, when Nizbel II suddenly speaks up.

BOSS: NIZBEL II

HP: 4200	**EXP:** 880	**TECH:** 15	**G:** 0	**WEAK vs:** Lightning	**STRONG vs:** N/A	**CHARM:** Third Eye

Nizbel II has modified its attack pattern since the first Nizbel lost. This time, your only option is to attack with Lightning each round. If you use regular attacks, its magic and physical defense will rise each time. Crono and Ayla's Volt Bite is particularly effective, and gets better each round. Each time you electrocute it, Nizbel will discharge electricity. Also, Nizbel II inflicts poison, so use a Heal to prevent HP draining. Have Frog heal and cure party members every round, and you should remain all right as the Lightning strikes whittle away its HP.

Tricky Switches

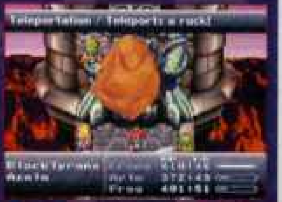
Nizbel II was just a warm-up! Continue upstairs to a locked middle gate. Proceed to the far right and enter. Of the three switches in the side room, push the middle switch to make a save point appear. Use a Shelter and save. Avoid pushing the other two switches; they release monsters and pit traps. Examine the skull to open it. Inside, grab the **Full Ether** and press the wall switch to open the gate out on the balcony.

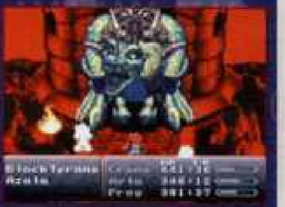
The Lizard King

After Azala flees the throne room, take the **Mid Ether** and **Cera Topper** from the pods on either side.

BOSS: AZALA, BLACK TYRANO

HP Azala: 2700
HP B. Tyrano: 10.500
EXP: 1800
TECH: 25
G: 0
AZALA: WEAK vs: N/A
BLACK TYRANO: STRONG vs: N/A
AZALA: CHARM: Magic Tab
B. TYRANO: CHARM: Power Tab





Strike down Azala's defenses with magic spells, then take it out with magic-based Dual Techs such as Volt Bite and Spire. The Black Tyrano will be invulnerable until Azala is defeated, but that doesn't stop it from helping out its master. Upon defeat, Azala performs an HP Break that could do some minor damage, so hopefully one of your characters can heal everyone in one turn.

Black Tyrano's DEF is unbeatable, so don't waste a lot of MP right away. Perform regular attacks until you see a message that its DEF has lowered to charge up its attack. Now unleash as many attacks as possible to bring this big boy down. While you strike, Tyrano will roar for some minor damage. Also, note that it counts down. It keeps building power until the count reaches zero, where it fires a gout of flame at each of your characters. Those who are protected by Ruby Vests or Ruby Mails will take less damage. After the attack, its DEF rises again, so resume regular attacks and recover some HP if possible. Once the DEF goes down and the countdown resumes, try to defeat it before you go through that fire mess again.

Evil Meteor

The defeat of Azala and the Tyrano signals the end of the Reptites' reign, and the beginning of humankind's dominance. The characters watch in horror as Lavos falls out of the heavens and plunges deep into the earth, destroying the Tyrano Lair. After the chaos, return to the Lair Ruins and enter the new Time Gate.

THE MAGIC REALM – 12,000 BC

MAIN OBJECTIVES:

Determine the secret of the magic books.

Slurp
Slurp Cut
Water
Snag and slash enemy

Challenge the hidden Nu.

Wish I could be with you always... but mother has other plans.

Witness the scene between Janus and Schala.

Follow Schala to the Sealed Door.

Get KO'd by the Golem.

The Prophet makes sure you leave.

SKYWAY

Now that you're thrust into the Ice Age predicted by Azala, make your way east to the futuristic dome. Step on the teleportation pad inside to arrive in the magical floating kingdom of Zeal.

This is the eternal kingdom of Zeal, where dreams can come true.

ENHASA

Doreen, who looks similar to Masa and Mune, appears in various corners of this castle, to inform you about Zeal. Speak to all the inhabitants to learn about the dream culture of Enhasa. Step on the blue pad to restore the current party's HP/MP.

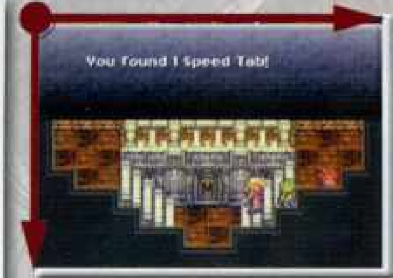
LAND BRIDGE

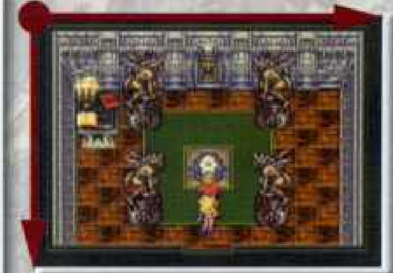
Exit Enhasa and head north to the teleportation pad. Transfer down to the bleak surface, then cross the world map to the north. Teleport back up and you'll be on the central island of Zeal.

DALTON: Let's see how you handle THIS little situation.

BLACKBIRD

Move all the way across Zeal to the left and visit the area with the large aircraft. Speak to the guards, and the boisterous and cruel Dalton will appear.


You found 1 Speed Tab!



KAJAR

ITEMS FOUND

Speed Tab
Black Rock

Next to the Blackbird is the castle where magic is studied. Everyone here will speak about the origin and properties of spells. The big blue Nu behind the counter sells a few items. Move to the upper right corner of the area to find a shining tab atop the bookcase. To obtain it, enter the doorway and search the lower right corner of the research room. After gaining the **Speed Tab**, talk to the Nu in the upper left corner of this room. He talks about water, wind, and fire.

Situated around the castle are three books that need to be opened in a certain order. Each will displa its element when opened. The water book is in the upper left corner, the wind book is near the bottom right corner, and the fire book is in the center near the Nu. When this is done correctly, a doorway will open.

Inside is a Poyozo Doll. Examine it to receive the **Black Rock**. Read the note in the upper left corner, then return to Enhasa.

ENHASA

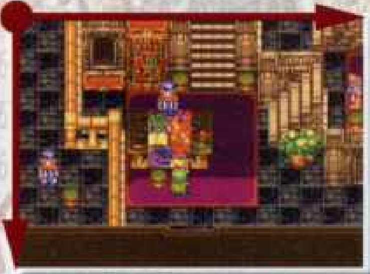
ENEMIES

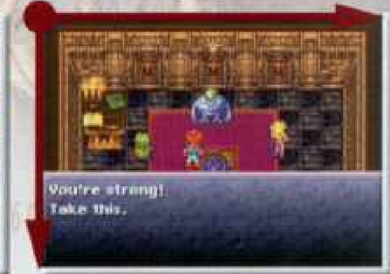
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Nu	1234	15	0	124	None	Mop	Magic Tab, Speed Tab

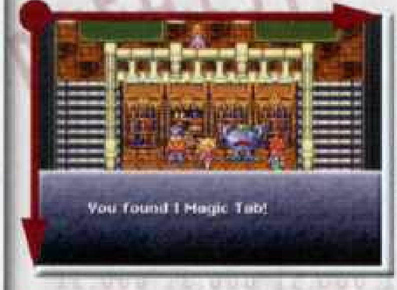
ENHASA

There are also three magic books in Enhasa. Open the water book on the right side of the castle. Travel to the top left corner and open the wind book. Then return to the reception desk at the front and open the fire book. A secret room opens behind the desk.

Challenge the blue Nu inside this room, and he will split into six. It's not difficult to defeat them; just use any level 2 tech each turn. Ayla can Charm the Mop from one of the Nus. Your rewards are a **Magic Tab** and a **Speed Tab**.




You're strong!
Take this.


You found 1 Magic Tab!

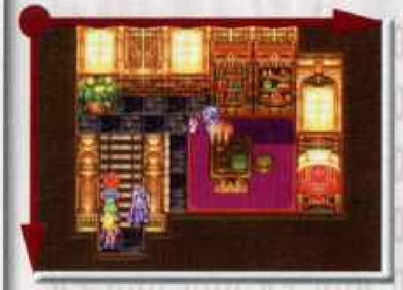
ZEAL PALACE

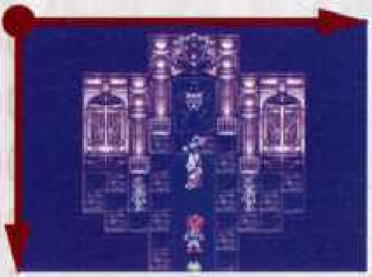
ITEMS FOUND

Magic Tab

Enter the cave at the base of Mount Zeal, and work your way through the tunnels and teleporters until you enter the palace.

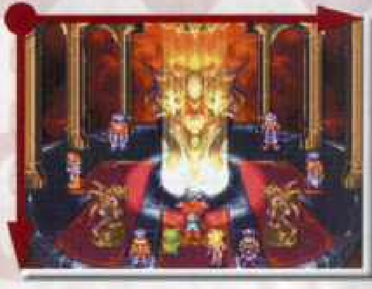
Masa and Mune block the center stairs, so you have to go the long way around. On the bridge over th main floor is a Nu. Speak to it and you'll discover its "scratch point." Return to Kajar and scratch the Nu who wouldn't speak to you previously. It will bestow upon you a **Magic Tab**.





Return to Zeal Palace and enter the upper right chamber. Continue to the right into a bedroom. After a short scene involving Janus and Schala, follow the lady to the middle door.

A few feet up the corridor, Schala uses her pendant to unseal a very familiar-looking door. Marle's Pendant doesn't work the same, but it will after a visit to the Mammon Machine.



Return to the lobby and enter the upper left doorway. Move the Nu out of the way and enter. Examine the shining red dot in the middle of the Mammon Machine.

Now return to the room Schala entered and the door opens. The Prophet somehow recognizes Crono and his gang, and Dalton summons formidable creature to take you down.

BOSS: GOLEM

HP: 7000
EXP: 1000
TECH: 35
G: 2000
WEAK vs: All
STRONG vs: N/A
CHARM: Magic Tab

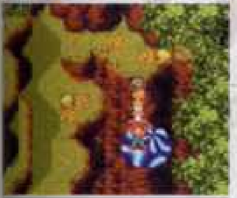
This boss is nearly impossible to beat in your first game. Allow it to defeat your party to speed things along. If Ayla is available, salvage some dignity from the situation by Charming a Magic Tab. This creature might be beaten, but winning just triggers an extra event where Dalton is infuriated and the party is captured anyhow.

Back You Go

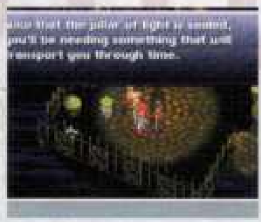
The Prophet has you escorted back to the cave where your Time Gate lies. After you are sent back to 65,000,000 BC, the gate is permanently sealed. No more returning to the Magic Realm, it seems.

BREAK THE SEAL! – 65,000,000 BC

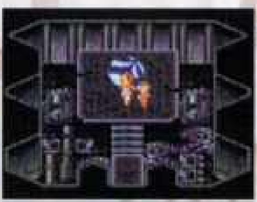
MAIN OBJECTIVES:



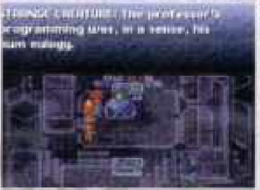
Use the Time Gate in the Mystic Mountains.



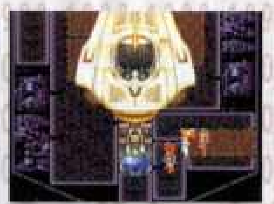
The Old Man has some clues.



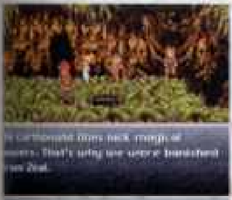
Return to the Proto Dome in 2300 AD.



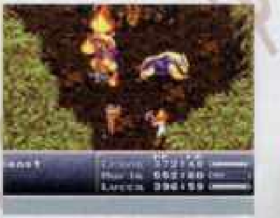
Enter the Keeper's Dome and speak to the Nu.



Obtain the Epoch and return to 12,000 BC.



Meet the citizens of the Terra Cave.



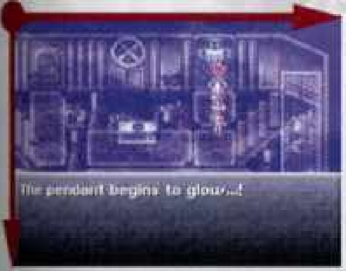
Clean the Beasts out of the nest.

MYSTIC MOUNTAINS

In 65,000,000 BC, get back on the Dactyls and fly. Land near the Mystic Mountains, and use the Time Gate.

END OF TIME

Speak to the Old Man under the lamppost, who points you toward the "Wings of Time." Use the right shiny dot to restore HP/MP, and enter the time pillar to return to 2300 AD.

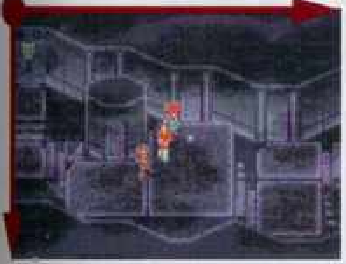


The pendant begins to glow...!

THE SEALED DOORS IN 2300 AD

ITEMS FOUND
- *Power Tab*
- *Lumin Robe*
- *Elixir*
- *Hit Ring*
- *Gold Earring*
- *Charm Top*
- *Full Ether (2)*
- *Wallet*
- *Magic Tab*
- *Gold Stud*

Since your first entrance into this time period, you've seen several doors in the domes that you couldn't open. Now that Marle's Pendant has the power to break seals, it is time to collect these hidden items. Trek across land back to Arris, Bangor, and Trann Domes. In Arris Dome, look in the center of the sealed room for a shining **Power Tab**. In Trann Dome, there's a twinkling **Magic Tab** to the left of the treasure chests in the sealed room.



KEEPER'S DOME

ITEMS FOUND
- *Magic Tab*
- *Epoch*

Just inside the dome is a dozing Nu. It is confused for the moment, so head north. The path extends under the mesh platforms, although it's a bit hard to make out. Continue north to the sealed door and open it with the Pendant.

Continue to the top of the room, stopping at each shining dot to hear a message from Belthasar. One of the dots near the end is actually a **Magic Tab**. Return here after the next event to get it. Open another sealed door at the north exit.

Move north of the white device, where the party will marvel at the time machine. Now head back toward the entrance. The Nu will enter with a ramp for the machine. After it explains how the **Epoch** works, name it and climb aboard the ramp. Just stand to the side and press X. With this machine, break the seal and return to 12,000 BC.

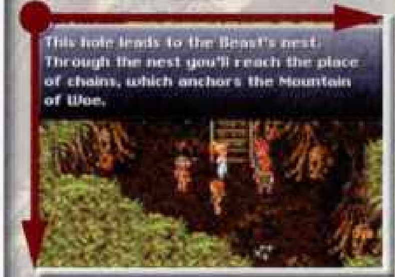
TERRA CAVE

ITEMS FOUND

Power Tab

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Beast	830	5	450	204	None	Rainbow Helm	None


This hole leads to the Beast's nest. Through the nest you'll reach the place of chains, which anchors the Mountain of Woe.

The Land Dwellers

Once back in 12,000 BC, move north to the Terra Cave. The people here are considered simpletons by the folks from Zeal, but they are extremely helpful. On the top floor of the Terra Cave is a shop with great items. Stock up and continue down. On the fourth floor down is a residence where the owner lets you rest for free. Proceed down to the bottom floor and use the save point before entering the "Beast's Nest."

Directly across from the entrance on the right side, look for a shiny **Power Tab**. Proceed north to encounter some Beasts. Charm each Beast for a **Rainbow Helm**, a super-protective helm that reduces Lightning damage by half. Continue north until you encounter some more colorful Beasts.

Beast
Crono
Marle
Lucca

BOSS: BLUE BEAST, RED BEAST, MUD IMP

HP Blue Beast: 5000

EXP: 954

TECH: 22

G: 2600

HP Red Beast: 5000

HP Mud Imp: 1200

BLUE: WEAK vs: Fire

RED: WEAK vs: Water

MUD IMP: WEAK vs: None

BLUE: STRONG vs: Absorbs Water

RED: STRONG vs: Absorbs Fire

MUD IMP: STRONG vs: None

BLUE: CHARM: Mermaid Ca

RED: CHARM: Elixir

MUD IMP: CHARM: Speed Tab

Blue Beast
Red Beast
Mud Imp

Blue Beast
Red Beast
Mud Imp

This cute but surprisingly difficult trio can reduce HP quickly, and becomes a difficult boss to defeat. The Mud Imp heals the two Beasts, but cannot be damaged sufficiently until the Beasts are gone. The ideal party will be Crono, Marle, and Ayla. Although each Beast has its strength and weakness versus fire and water, Crono can hurt ***any*** of them. So when Marle isn't healing, she and Ayla should team up to Twin Charm items, while Crono casts Lightning 2. When you've reaped what you can, Crono and Marle should team up to execute Ice Sword 2 on the Red Beast, which will also strike the Mud Imp. Once the Red Beast is gone, switch Crono over to performing Volt Bite with Ayla. Then finish off the Mud Imp with your strongest techs.

THE GURU ON MT. WOE

MAIN OBJECTIVES:

Climb the Mountain of Woe.

Free Melchior from the Giga Gaia.

MT. WOE

ITEMS FOUND

Lode Helm
Shield (2)
Lode Vest
Barrier (3)
Lapis (2)
Full Ether (2)
Shelter
Time Hat
Magic Tab
Ruby Knife

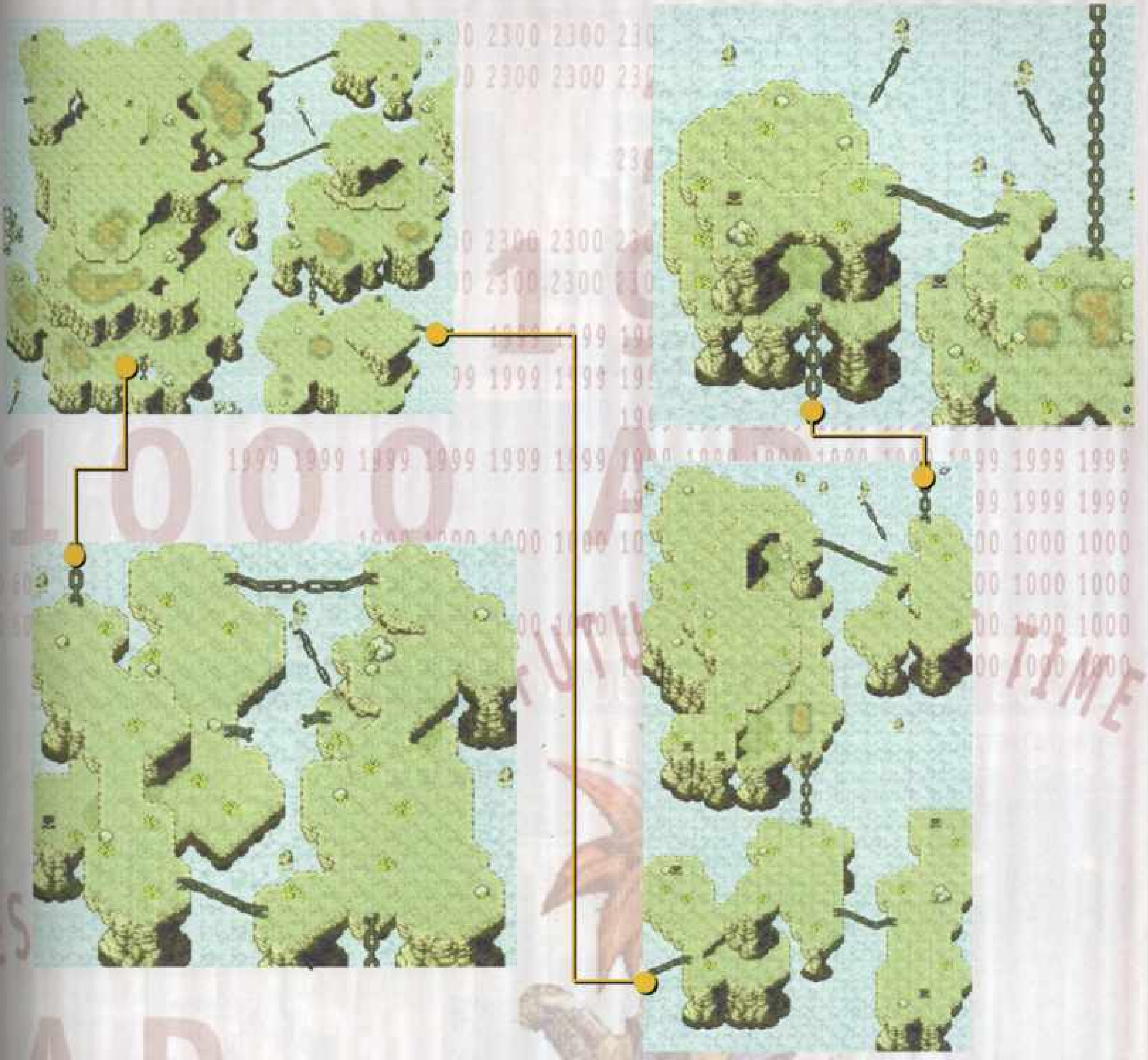
ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Bantam Imp	250	6	550	222	None	Alloy Blade	None
Gargoyle	260	6	0	216	None	Big Hand	None
Man Eater	250	6	750	253	None	Pearl Edge	None
Rubble	515	100	0	1000	None	Mid Ether	Mid Ether
Stone Imp	300	6	300	126	None	Mid Ether	None

Att.
Comb
Item
Att.
Comb
Item
Crono
Frog
Ayla

THE CHAINS OF FATE

After defeating the Mud Imp and its Beasts, return to the Terra Cave and sleep at the Inn. Save your game and ascend the massive chain to Mt. Woe. There are a massive number of items to collect in just four screens, so use the maps to navigate and collect items. Enemies such as the Bantam Imp and Gargoyles will drop from nowhere to attack. The Bantam Imp is a two-stage enemy that drops a Stone Imp on the ground after the bird portion is killed. It is the flying enemy that can be Charmed for Crono's **Alloy Blade**. The Gargoyle can be Charmed for Robo's **Big Hand**, and the Man Eaters hold Frog's **Pearl Edge**. Charming is the only way to get these weapons.



TIP *Attack the Rubble enemies, and after a few turns they will try to escape. However, destroy one before it runs and it's worth 1000 EXP, 100 Tech Points, and a Mid Ether! This is a great way to level up your characters and learn techs, so give it a try. Keep in mind that before the fight begins the Rubble will lock out the use of items and tech skills.*

BOSS: GIGA GAIA

HP: 9500
EXP: 3000
TECH: 30
G: 3000
WEAK vs: None
STRONG vs: None
CHARM: From Head: Speed Tab

Giga Gaia
Crono
Frog
Ayla

Giga Gaia
Crono
Frog
Ayla

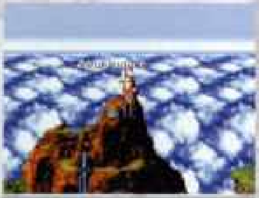
Before your Battle Gauges fill, expect two major attacks on your party, nearly depleting your HP. The best party for this fight is Crono, Frog, and Ayla. Have Frog heal the others immediately, while Crono and Ayla perform Volt Bite on the Left Arm. Follow that with Frog's Leap Slash. After two strikes, it should evaporate, reducing the boss's effectiveness. The Right Hand's only function is healing, so ignore it and perform Spire and Volt Bite on the Head. The Left Arm will be reconstructed after a few rounds, but with less HP than previously. Only one Volt Bite tech is required to take it out again. In the meantime, just keep attacking the Head until Giga Gaia folds up.

Meeting of the Minds

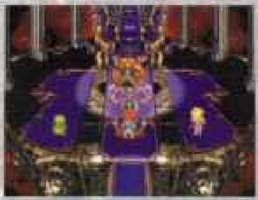
During the meeting at Terra Cave wait until after Dalton kidnaps Schala, then speak to Melchior again to receive the **Ruby Knife**. Exit and head for the Skyway, which is working again.

WHAT LIES BEYOND? – 12,000 BC

MAIN OBJECTIVES:



Return to Zeal Palace.



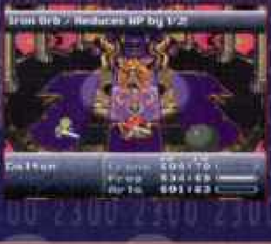
Defeat Dalton.

BOSS: DALTON

HP: 3500	EXP: 1000	TECH: 30	G: 2500	WEAK vs: None	STRONG vs: None	CHARM: Power Meal

Enter Zeal Palace and head straight to the room Schala entered previously. Use the Pendant to open the sealed door and confront Dalton.

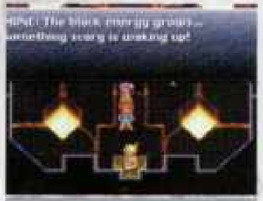
A strong healer is needed, and if three of your characters know a Triple Tech, then that's the team to use. Perform your strongest techs on Dalton, and the battle will end quickly. It's just a matter of defeating him before he KO's one or more of your characters with his Iron Orb HP-halving attack. At the end, he will inflict some final damage on everyone before retreating.



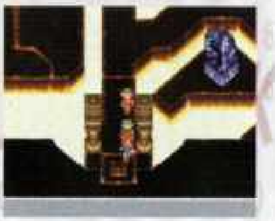
Iron Orb / Reduces HP by 1/2

LAVOS BECKONS – 12,000 BC

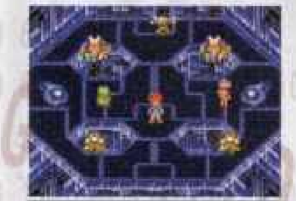
MAIN OBJECTIVES:



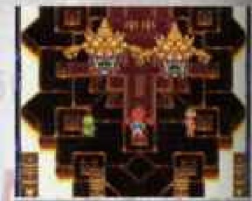
Talk to Mune at the entrance.



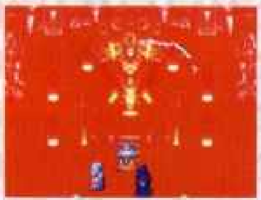
Raise the exit platform.



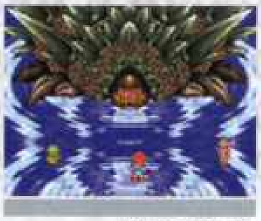
Survive the elevator descent.



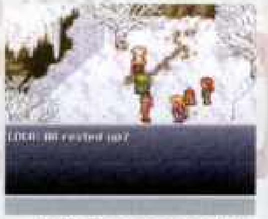
Outlast the Golem Twins.



Use the Ruby Knife on the Mammon Machine.



Lavos emerges.



At the Commons, speak to the Elder.

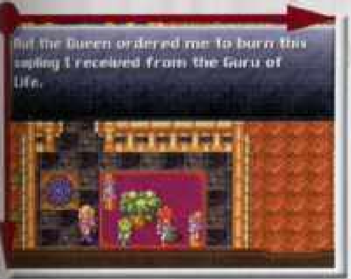
ITEMS FOUND

Rune Blade
Aeon Suit
Aeon Helm
Kaiser Arm
Star Sword
Shock Wave
SonicArrow
Demon Hit
Magic Tab
Elixir

OCEAN PALACE

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Barghest	450	8	400	376	None	Shield	None
Blue Scout	300	8	250	234	Water	Shield	None
Jinn	450	8	400	303	N/A	None	Lapis
Lasher	666	8	850	365	None	None	None
Mage	480	8	550	300	None	Barrier	Lapis
Red Scout	300	8	250	234	Shadow/Fire	Barrier	None
Scouter	300	8	250	234	Lightning	Lapis	None
Thrasher	666	8	250	318	None	None	None


ut the Queen ordered me to burn this
apling I received from the Guru of
Life.

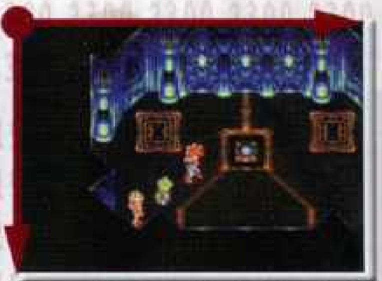
The Magic Zone

After the fight with Dalton, return to the main room of the palace and use the blue pad to restore HP/MP. Talk to the woman close to the pad who is trying to decide whether or not to burn a sapling. Tell her that ***you like plants*** and to ***secretly plant the sapling***. Doing so helps open a later side quest.

Returning to the throne room, enter the Gate that Dalton used to teleport down to the Ocean Palace. Use the save point and speak to Mune.

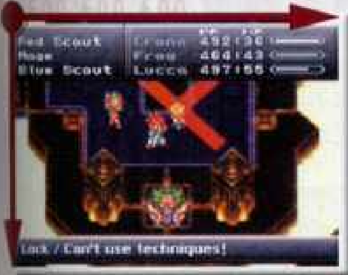
Continue into a large room. In the center of the area are a **Rune Blade** and an **Aeon Suit**. To obtain them, you must fight Scout enemies. These can only be attacked by one type of magic, and their color indicates their weakness. Use Lightning on yellow Scouters, Water on Blue Scouts, and Fire on Red Scouts. Because these creatures exist throughout this area, your best party will be Crono, Lucca, and Frog or Marle.

Scout
Att.
Comb
Item
Att.
Comb
Item
604:54
534:69
497:72

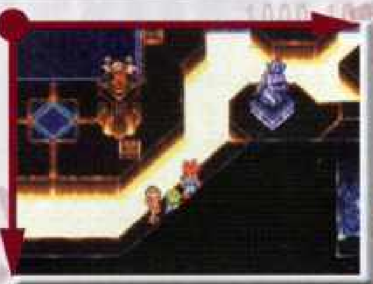


There are six chambers situated around the large room, and they all contain treasures and buttons. The two buttons in the upper right and upper left rooms extend platforms in a large chamber to the south, which can be accessed from either of the lower rooms.

TIP *When fighting the Jinn/Barghest combination, quickly kill off the Barghest first, then use a regular attack on the Jinn. This will destroy the shield with which the Barghest protects the Jinn, and then the Jinn will become vulnerable.*



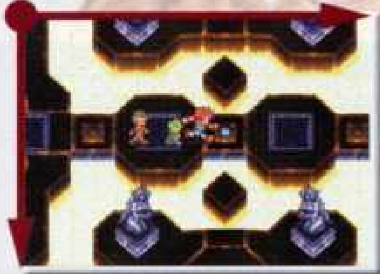
ock / Can't use techniques!

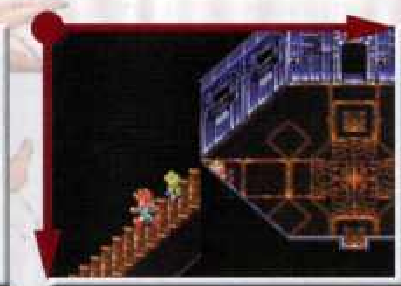


Once you have pushed both buttons, move to the lower left room and head south. Fight teams of Mage and Red/Blue Scouts with very specific single attacks, and collect the **Star Sword** from the chest at the bottom. Now return to the doorway, and move left. Continue going around the outside of the chamber until you reach the point in the screenshot, then go through a hidden doorway into a small chamber containing Frog's **Demon Hit**.

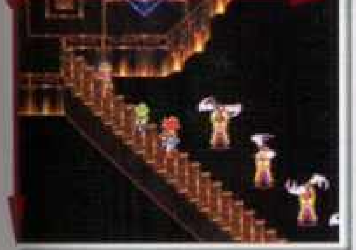
Now return to the center and push the floor button in the middle. This opens the south exit from the larger room. Move right and collect Robo's **Kaiser Arm** on your way back.

Through the south exit, fight the enemies and then go through the south door. There's a shining dot on the left wall. Go down the long steps to the left.





TIP *Thrashers and Lashers are tough enemies, but oftentimes they will form a horizontal line. Use Frog and Lucca's Line Bomb or Crono and Ayla's Falcon Hit to take them out.*



The Downward Spiral

Fight your way down the series of platforms connected by steps. Where the Thrashers are jumping, carefully run under them to avoid knocking them down. If you don't knock any to the platform below, you will avoid a fight. Meet Masa at the bottom, then continue downstairs.

The bottom chamber contains a Jinn/Barghest team. Eliminate them first, then use a Shelter and save. It's not over yet!

Step onto the elevator and defeat the enemies, starting with the Scouter first. Examine the glimmering left orb to start the elevator going down. During the ride, you must survive three or four enemy teams.

Blue Scout
Scouter
Mage
Crono 525:62
Frog 574:63
Lucca 431:72

TIP *Here's how to get an extra Magic Tab: Exit the elevator room at the bottom, then re-enter and ride it back up. This time the platform rises all the way to the top floor. Examine the shiny dot on the left to get the Tab. The only sacrifice is that you must go back down the stairs and platforms, and take the dangerous elevator ride all over again!*

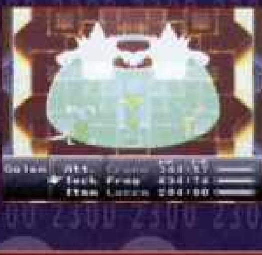
The Submerged Tunnel

In the bottom chamber, the button in the middle doesn't work unless you push switches in the two rooms on either side of the chamber. Push the middle button, and a submerged passage appears in the glowing water. Continue through and take the **Elixir** from the right chest. Use a Shelter and save. This next fight is one of the toughest!

BOSS: GOLEM TWINS

HP: 7000
EXP: 2000
TECH: 70
G: 4000
WEAK vs: All
STRONG vs: None
CHARM: 2 Magic Tabs (each has 1)

Use Crono, Lucca, and Frog or Marle to defeat this seemingly impossible duo. Each round, Crono should attack one of the Twins with Confuse or both with Luminaire if available. Immediately afterward, Lucca should cast Hypnowave, putting one or both to sleep. Although the Golems will still copy Crono's attack, they won't be able to counterattack! Then finish each round by having Frog or Marle heal the others. This is hard on Crono's MP, so use a Full Ether on him late in the battle. Each Twin will still copy Dalton's "Burp" attack as they die, but it should do only minimal damage.



Lavos

An enraged Dalton breaks off his next assault when the energy of Lavos emerges. There is no need to heal, use a Shelter, or save your game. Just proceed to the next room.

After Zeal raises Lavos, the party prepares to fight the evil being. But in this scene, Lavos is absolutely undefeatable. You might be able to do it in a New Game +, but not now. Lavos decimates the weakened party immediately. After the next scene, move Crono toward Lavos and he will sacrifice himself to save the others.

THE LAST VILLAGE

ITEMS FOUND
Magic Tab

The party awakens in the Last Village, fully restored and rested. The Elder tells them to meet him at the Commons.

TIP *Place Ayla in your party before going to the Commons. You will have a difficult time in later sections otherwise.*

Visit the other two huts in the Last Village. A Nu is selling a few consumables, and his partner promises that he'll have more stuff in stock later. Every once in a random while, the Nu will leave the hut and you can obtain the **Magic Tab** behind it. Just be patient.

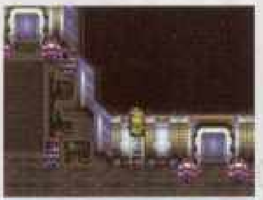
Check back with him, because his wares vary from time to time.

Mingling of Cultures

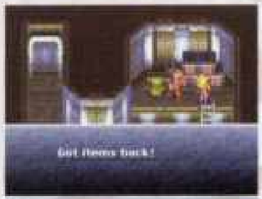
The Commons are filling with Land Dwellers and Zeal citizens alike. Everyone is willing to live together now. When you speak to the Elder at the top of the area, Dalton enters. He captures the party and proclaims himself ruler of the world!

THE NEW KING – 12,000 BC

MAIN OBJECTIVES:

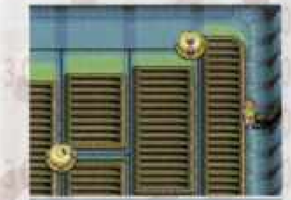


Escape your cell without being caught.

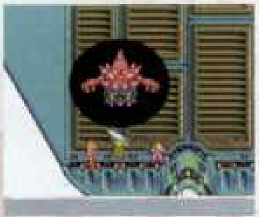


Got items back!

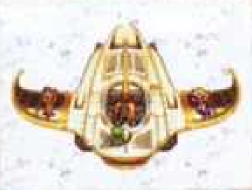
Find each character's equipment, and the party's items.



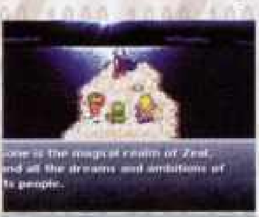
Disable the Turrets on the wing.



Eliminate the Golem Boss.



Take back the Epoch from Dalton.



one is the magical realm of Zeal,
nd all the dreams and ambitions of
ts people.

Meet an old enemy at the North Cape.

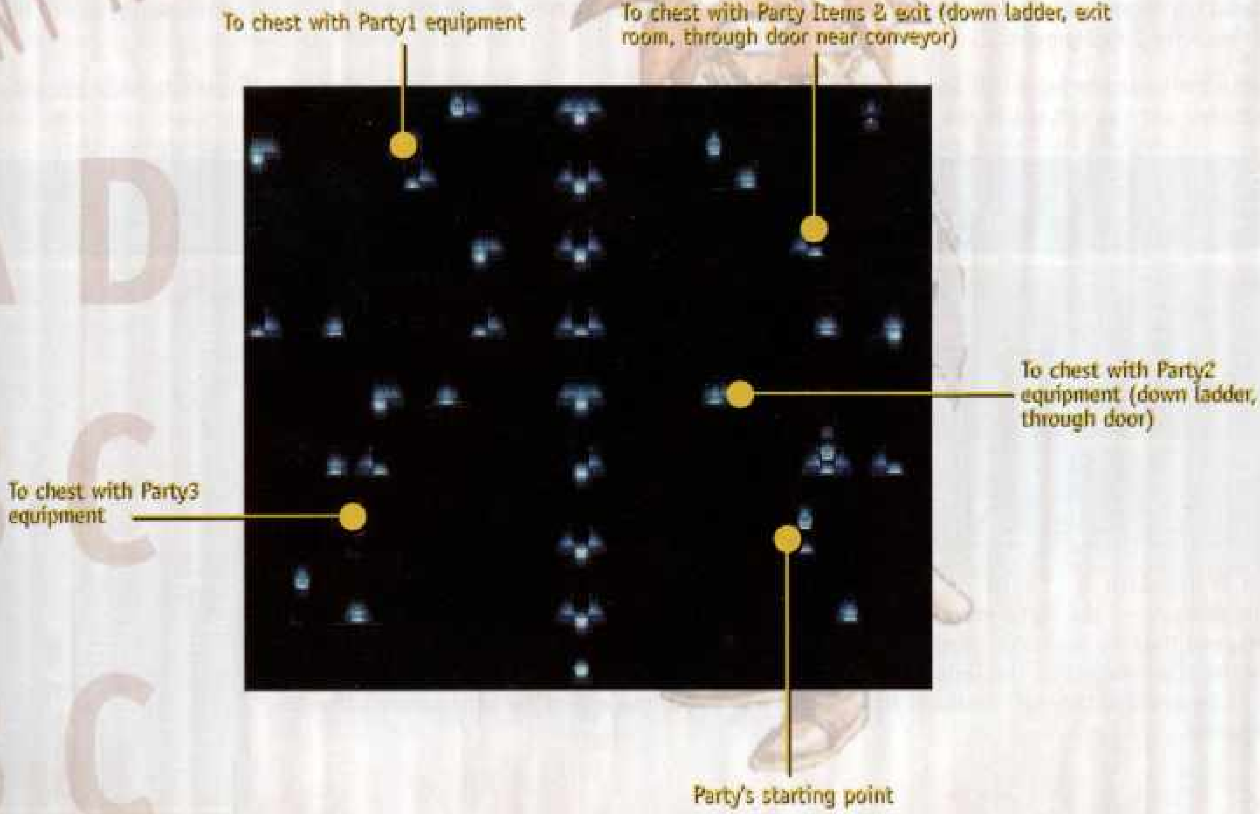
ITEMS FOUND

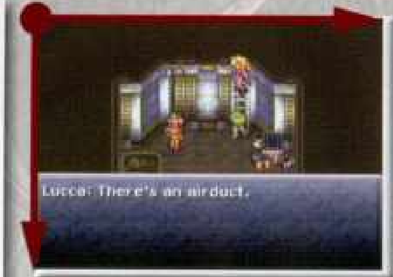
Character 1 Equipment
Character 2 Equipment
Character 3 Equipment
Party Money
Party Items
Magic Tab

BLACKBIRD

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Basher	150	8	0	377	None	None	None
Byte	192	8	0	378	None	None	None
Turret	700	50	0	1500	None	Mid Ether	Mid Ether


To chest with Party1 equipment
To chest with Party Items & exit (down ladder, exit room, through door near conveyor)
To chest with Party2 equipment (down ladder, through door)
To chest with Party3 equipment
Party's starting point



Lucca: There's an airduct.

High in the Sky

The party awakens in a cold steel room without their items. You cannot change party members at this point.

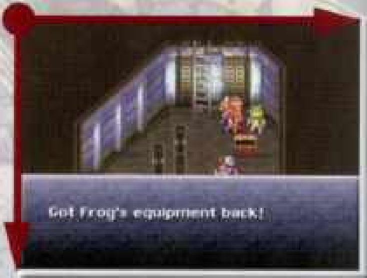
First, climb up the ladder in the back. The heroes discover they are aboard Dalton's Blackbird, flying high above the clouds. Go back inside and one of your characters will discover an air duct in the cell.

Your party cannot fight at all without equipment, but since Ayla fights with her fists she can take on the guards. If Ayla is in your party, then approach the door and pretend you're sick. The Basher that enters is knocked out, and you can then fight your way through the ship to recover your gear.

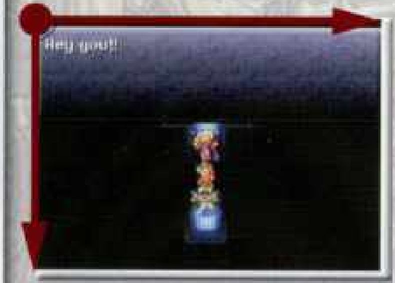
If Ayla is not in your party, then each time you are discovered outside the cell you will be captured and returned. You must climb up the ai duct and navigate through the vent shafts. Even if the brawny cavewoman is doing all the fighting, you'll have to navigate the shafts to find the equipment of your characters. This portion is described as if Ayla is ***not*** in your party.

Where's the Equipment?

In the shafts, move to any lit grating and press the X button to bend down and see where you are. First move right, then all the way up, then left to the intersection. Move upward to the second intersection down from the top. Go left to the first ladder and descend. The chest there contains the **Character 1 Equipment**, for whoever is in the lead of your party. Be careful not to wake the guard before obtaining the equipment, or back to the cell you go!



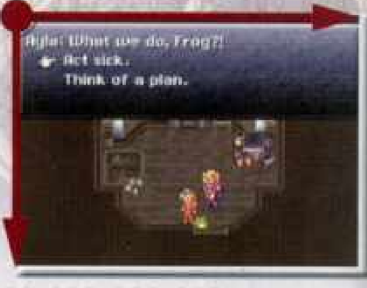
Got Frog's equipment back!



Hey you!!

Return via the air ducts to the area above your cell. Move left past the cell until you stop, then head all the way down until voices startle the party. Look through the last grating to watch a scene with Dalton, who is remodeling the Epoch to suit his lousy taste.

Return to your cell and approach the door. Decide to act sick, and a guard will enter. When he is KO'd, exit the cell and head left to the next room.



Ayla: What we do, Frog?!

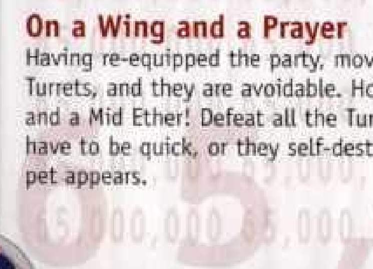
- Act sick.
- Think of a plan.

TIP *Patrolling the corridors are sentry devices called Bytes. These react only to movement, so if you remain perfectly still as they pass you won't fight them!*

Defeat the three Bashers and reclaim your **Money**. Now exit the room and move to the conveyor belt to the south. Press the switch to make the conveyor move downward, and head to the left door. Inside, the **Character 3 Equipment** is in the chest. Now re-route the conveyor bel and head north past your cell. Defeat the two guards standing outside the northeast door, and the Byte inside. At the top of the ladders is your **Character 2 Equipment**.

Re-route the north conveyor belt and dash between the two Bashers into the north section. The room on the left has a chest containing your **Items**, and the exit out to the Blackbird's wing.

TIP *After recovering the Items, you can equip the party with the items from your inventory that weren't equipped when you were taken prisoner.*

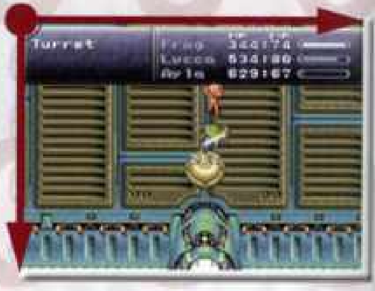


Found 1 Magic Tab!

Climb the ladder at the very north end. In the ducts, move all the way right. Go around the dark corner and pick up the shining **Magic Tab** at the end. Now return to the room where the items were reclaimed and exit to the wing.

On a Wing and a Prayer

Having re-equipped the party, move out to the wing of the Blackbird. The wing is patrolled by robot Turrets, and they are avoidable. However, each Turret defeated is worth 1500 EXP, 50 Tech Points, and a Mid Ether! Defeat all the Turrets on the wing one at a time to level-up your characters. You have to be quick, or they self-destruct! Move all the way out to the end of the wing, where Dalton's pet appears.



Turret

Frog 344 74

Lucca 534 80

Ayla 629 67

BOSS: GOLEM BOSS

HP: 15,000 **EXP:** 2500 **TECH:** 40 **G:** 2000 **WEAK vs:** None **STRONG vs:** None **CHARM:** None

Ignore the threats and the countdown. The Golem Boss is afraid of heights, and it will ***never*** attack you! Take your sweet time and whittle this creature down to zero with weapons. However, if you want EXP and Tech Points awarded for this fight, you must launch your hardest techs to kill the creature before it runs off!

Golem Boss: Impossible! I'm...s...scared!

BOSS: DALTON PLUS

HP: 3500 **EXP:** 2500 **TECH:** 40 **G:** 2000 **WEAK vs:** None **STRONG vs:** None **CHARM:** Power Meal

Recapturing the Epoch from Dalton is a bit tougher. He will attack, so designate one character as a healer. Combat the Iron Orb attack that drops HP by half with Cure spells. In the meantime, use your most powerful Dual and Triple Techs to take him down. Dalton then tries to summon the Golem Boss, but since you've already killed it, he is sucked into his own Dead Zone.

I saw a suspicious looking person up north, on the cape.

Peace and Harmony at Last

You can press the Square button to sink the Blackbird by accident, or press the Triangle button to fly the Epoch correctly.

The party returns to the Last Village. Visit the Commonsand speak to all the people here. A stranger was looking for you, and he went to North Cape. There's only one person that could be!

TIP *There's a woman from Zeal to the right side of the entrance, contemplating a sapling. If you haven't already spoken to her at Zeal Palace, do so now. Tell her to plant the sapling, so that future generations may prosper. Doing so opens "The Sunken Desert" side quest.*

NORTH CAPE

Travel north on the world map to the very tip of the remaining continent. Move to the top of the cliff and examine the shining dot. The archenemy Magus reveals himself, and explains what happened to himself and the three Gurus.

You have a major decision to make. If you accept Magus's challenge, Frog must survive a duel with Magus. If Frog is not in the party, then you'll fight him with three characters. If you decline to fight and start to leave, Magus will permanently join your party as a playable character! Allying yourself with the dark wizard is much more advantageous than not. But if you desire payback more than all else...

BOSS: MAGUS

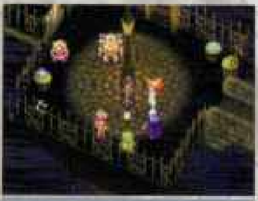
HP: 6666 **EXP:** 3000 **TECH:** 50 **G:** 4000 **WEAK vs:** None **STRONG vs:** None **CHARM:** MegaElixir

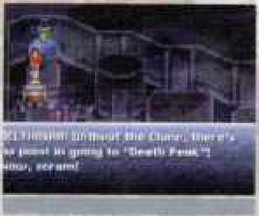
Dueling with Frog alone is difficult in a first game. Keep performing the Leap Slash tech, which may take down Magus's HP by 800+ each turn. When Frog's HP gets low, cast Cure 2 and continue.

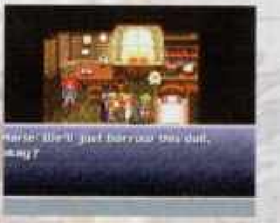
With a party that doesn't contain Frog, fighting Magus is much easier. Make sure to bring Ayla along to Charm a MegaElixir. Magus does not have a shifting Magic Barrier to eliminate like last time. When defeated, he drops the **Amulet.** (If recruited, he comes equipped with it.) With his last breath, he directs you to speak to the Guru of Time.

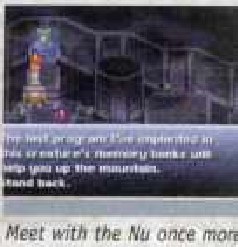
THE TIME EGG – 2300 AD

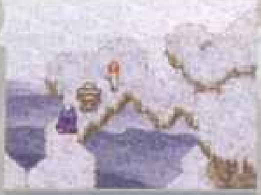
MAIN OBJECTIVES:

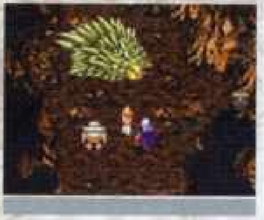

At the End of Time, speak to the Old Man.

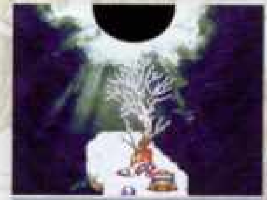

In 2300 AD, speak to the Nu.


Speak to Crono's mom, take the clone.


Meet with the Nu once mor


Climb Death Peak.


Exterminate the Lavos Spawns.


Revive your dear friend.

THE END OF TIME

However your last encounter with Magus turns out, board the Epoch and travel to the End of Time. Speak to the Old Man, whose secret identity you should know by now. Try to leave and he calls you back. He gives you the **Chrono Trigger**, and some clues about reviving Crono.

ITEMS FOUND
Chrono Trigger

KEEPER'S DOME

Time-travel in the Epoch to 2300 AD, and land near the Keeper's Dome on the island south of Arris Dome. The Nu points out that the powers of life and death lie at the top of Death Peak, but you'll need a Crono Clone to succeed.

CRONO'S HOUSE

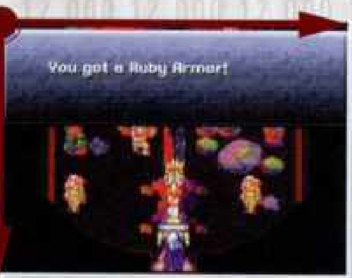
Speak to Crono's mom, and she gives permission to take the **Crono Clone** from her son's room.

ITEMS FOUND
Chrono Clone

TIP *The party may still obtain a Chrono Clone after talking with the old man at the End of Time.*

Prepare for Death Peak

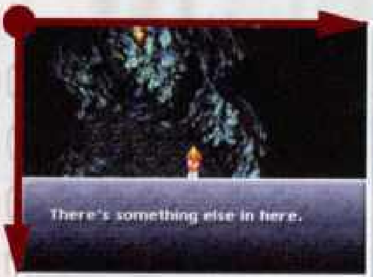
Death Peak is much tougher than any previous areas. If you've been traveling fast and fighting little, your characters may not be ready for it. The following are a few items to get to help protect your party better against the horrors ahead.


You got a Ruby Armor!

IOKA TRADING HUT

The witch doctor in 65,000,000 BC now trades one item only. Bring him 10 of each kind of item in exchange for Ruby Armor.

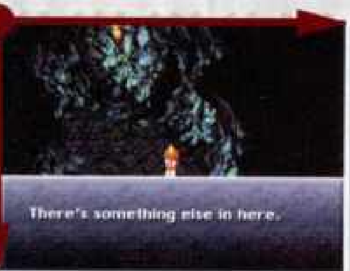
ITEMS FOUND
Ruby Armor


There's something else in here.

LARUBA RUINS

Talk to the Nu at the back. He'll offer to change anyone's name. Then he offers the **Silver Rock**, which allows a party of Robo, Frog, and Ayla to perform the Spin Strike Triple Tech.

ITEMS FOUND
Silver Rock


There's something else in here.

MAGIC CAVE

Return to the Magic Cave east of Fiona's Villa in 600 AD. The sealed container inside contains this great magic-booster.

ITEMS FOUND
Magic Ring

There's something else in here.

HECKRAN CAVE

ITEMS FOUND

Wall Ring
Dash Ring

With the enemies cleared out, move straight through the cavern and unseal the black box. Surprise, it has *two* items!

You got 1 Taban Suit!

LUCCA'S HOUSE

ITEMS FOUND

Taban Helm
Taban Suit

Travel to 1000 AD and land near Lucca's house. Place the spry young inventor in the party. Speak to Taban inside twice to receive these two great pieces for Lucca.

FOREST RUINS

ITEMS FOUND

Safe Helm or Swallow

Land near the area northeast of Medina in 1000 AD, where a Blue Triangle appears on the world map. Enter the Forest Ruins and use the Pendant to deactivate the force field. Now you have a choice of boxes. The box on the left contains a **Safe Helm**, and the one on the right contains a **Swallow** for Crono. The Swallow is powerful, but there are more powerful weapons for Crono. The Safe Helm is a better item to choose.

GUARDIA FOREST

ITEMS FOUND

Speed Tab
Power Ring

Return to Guardia Forest in 600 AD and collect the **Speed Tab** near the dead end. Now go to 2300 AD and use the Time Gate at Bangor Dome to travel to the End of Time. A new time pillar appears on the far right, which takes you to the open field in Guardia Forest, 1000 AD. (Remember the area was sealed by the Chancellor?) Take the **Power Ring** and return back through the Time Gates to reclaim the Epoch in 2300 AD.

Upgrading Items Through Time

You've probably noticed all the black sealed boxes scattered throughout 600 AD and 1000 AD. Here's how to obtain many powerful items from them by playing tricks with time.

For each box, travel to 600 AD, check the chest and decide not to take the item. Then travel to the same location in 1000 AD and the item will be upgraded. Afterward, travel back to 600 AD and collect the original item.

UPGRADING ITEMS

LOCATION	TIME	ITEM
Elder's House (Porre)	600 AD	Black Vest, White Vest
Mayor's Manor (Porre)	1000 AD	Black Mail, White Mail
Truce Inn	600 AD	Blue Vest
Truce Inn	1000 AD	Blue Mail
Guardia Castle	600 AD	Red Vest
Guardia Castle*	1000 AD	Red Mail

**Marle must be in the party to enter.*

KEEPER'S DOME

Return to 2300 AD in the Epoch and speak to the Nu. Three Poyozo Dolls will now help you climb Death Peak. In return for his help, switch off the Nu for services rendered.

DEATH PEAK

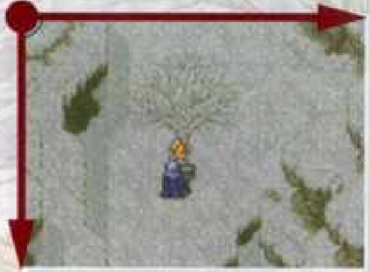
ITEMS FOUND
- Power Tab
- Magic Ring
- Giga Arm
- Brave Sword
- Wall Ring
- Star Scythe
- Vedic Blade
- Dark Helm
- Memory Cap

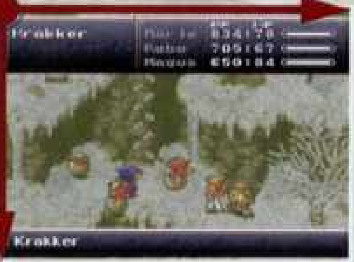
ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Krakker	500	8	300	378	None	None	None
Macabre	582	6	500	427	Shadow	Full Ether	Ether

The Howling Winds

Previous entrance to this area was made impossible by the harsh winds, which blow periodically and push characters right out. Dash up the slope and speak to the Poyozo Doll. It will transform into a tree. Now place your lead character directly behind it and keep walking into the underside of the tree. The wind will howl and die off. Now run to the right and search for a **Power Tab** along the wall. Quickly get back behind the first tree to avoid another gush. Dash uphill to another tree, and keep your lead character behind it until the wind dies.





Winter Danger Land

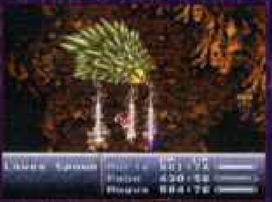
The winds do not affect the following areas. Move left and battle Krakkers, then collect the **Magic Ring**. You can destroy most enemy parties in this area with a level 2 spell. Now climb the familiar-looking ladder made of hacked branches, and head right.

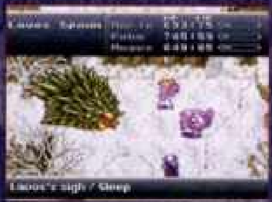
Move down the slope to the southeast and collect the **Wall Ring** from the far trunk. Then go back up the slope and eliminate the Macabres outside the cave entrance. Now go back down to the bottom save point, rest in a Shelter and save. Then enter the cave to face the progeny of Lavos.

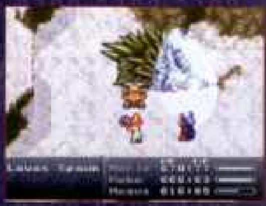
BOSS: LAVOS SPAWN (x3)

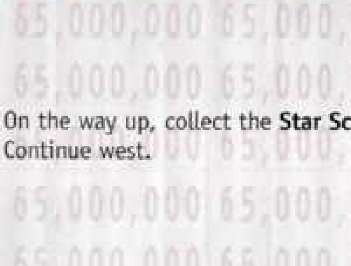
HP: 4000 **EXP:** 747 **TECH:** 120 **G:** 500 **WEAK vs:** None **STRONG vs:** None **CHARM:** Elixir

There are three of these scattered across Death Peak. If possible, use a party of Magus, Marle, and Lucca. Equip the Black Rock and cast Dark Eternal just once. If you are not yet up to that point or don't have Magus, then carefully execute single-target techs on the head. Don't attack the shell, to avoid serious backlash. You can charm an **Elixir** from each Spawn, plus you get another one after the battle.

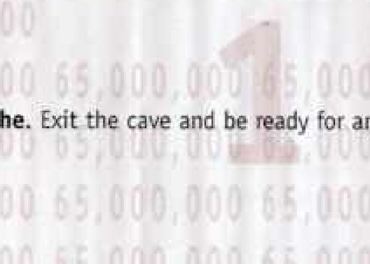






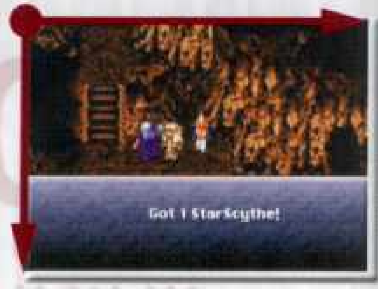


Got 1 BraveSword!



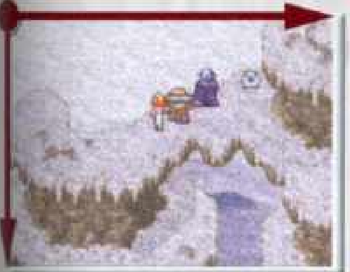
Cave Mystique

After the Spawn of Lavos disintegrates, collect Robo's **Giga Arm** from the nearby chest and exit north. Follow the exterior path south back into the cave. Grab Frog's **Brave Sword** and continue south. On the ledge, move north and examine the shiny dot. A new cave opens in the lower section. Navigate back to the save point and go through the new cave.



Got 1 StarScythe!

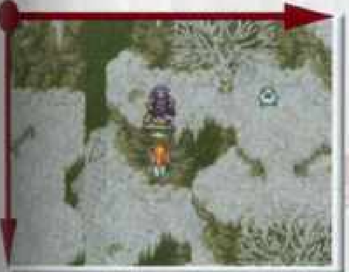
On the way up, collect the **Star Scythe.** Exit the cave and be ready for another Lavos Spawn. Continue west.

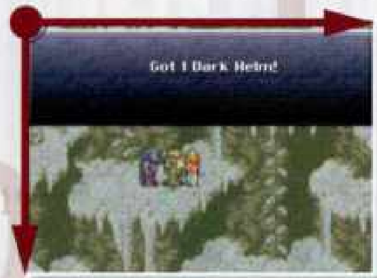


Icy Ledges

Talk to the Poyozo Doll in the next area, and heed the warning about the ice. As you proceed left, your lead character starts to slip downward. Press Up on the D-pad to maintain a stationary position. Although your characters appear to be walking, they are slipping on the ice and will remain in the same spot. Press the Dash button very briefly to make progress. If you slip off the top or bottom, you return to the last save point, and you'll have to fight the monsters all over again.

One way to navigate carefully is to use two fingers on the D-pad. Keep your right thumb on the Up button while your left thumb taps Left on the D-pad. Press the Dash button when you need to move up slightly. When you reach the brown line on the other side, you're safe.

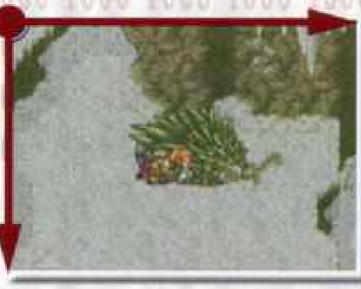




Got 1 Dark Helm!

Push the Shell...?

Grab the **Vedic Blade** and move south. Speak to the third Poyozo Doll, which says, "Push the shell, climb the shell." Continue left and climb down the ladder to the chest near the entrance. Collect the **Dark Helm**, use the save point, then head north and fight the last Lavos Spawn. It will perform a devastating final attack before dying, lowering HP by 200 or more per character.



The shell will remain on the field. Place your lead character just left of the neck hole and press right to push the whole thing in that direction. Then, Place your lead character directly below the neck hole and push it upward. Press X to climb up the shell, then climb the rest of the ladder.

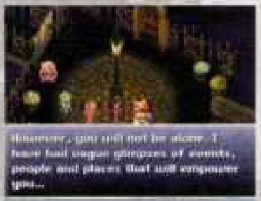
Moment of Hope

The characters ascend the summit of Death Peak and use the Chrono Trigger. At the moment of Crono's death, move up to his body and press X to replace him with the clone. After the heartwarming reunion of friends, the scene shifts automatically back to the End of Time.

FINAL BOSS

THE FATED HOUR

MAIN OBJECTIVES:



Speak to the Old Man.

Use the bucket to fight Lavos, or...

...finish the side quests.

THE END OF TIME

Speak to the Old Man under the lamppost. He points out that you can end the game by examining the shining bucket on the right. If your levels are around 50 and you know every Single and Dual Tech as well as some Triple Techs, then you can skip to the section titled **The Final Battle – 1999 AD**.

If you're still in need of experience and Tech Points, or if you want to see more of Chrono Trigger, then fulfill the side quests. The Old Man lists them off:

> In the Middle Ages, a woman's sheer determination brings a forest back to life...
>
> A fugitive in the Middle Ages, Ozzie, maintains an evil hideout...
>
> There's a task to be done in the Future, where machinery originated.
>
> And there's a very special stone that can shine its light on each generation, from the distant past to the far future...
>
> There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present...
>
> There's an object in the Middle Ages that sparkles like a rainbow...
>
> One of you is close to someone who needs help... Find this person...fast.

Talk to the group members not currently active (meaning they are just hanging out at the End of Time), and they'll share some of their thoughts on these tasks.

This ends the linear portion of the game. You may either take on the final boss now, or undertake the side quests in any order. Information on the side quests follows the strategy for taking on the final boss.

COMPLETE THE SIDE QUESTS FIRST!!!

Before you even think about taking on the Final Boss, your characters should be around Level 50 or higher, know every Single Tech and all of their Dual Techs, plus a few Triple Techs. Plus, the armors and weapons gained during the side quests will reduce damage sustained from the last enemy. A solid supply of MegaElixirs won't hurt, either. Don't worry if all are used up. When you start a New Game +, they will still be in your inventory (see the New Game + section for details).

THE FINAL BATTLE – 1999 AD

You can encounter Lavos any time you wish by examining the bucket on the far right side of the End of Time. Also, Lavos will be the final boss in the Black Omen side quest, which is a better way to experience the whole plot and finish the game nicely.

Lavos
Crono
Frog
Lucca

Lavos Changes Attack Mode

For the first half of the battle with Lavos, it will mime several previous bosses from the game. Lavos imitates them exactly, right down to the attack pattern, HP, and strengths and weaknesses. These bosses are, in order:

The Dragon Tank: Attack Lavos's head until it's not a target anymore, then destroy the parts on either side.

Guardian, Bits: Kill off one of the bits, then assault Lavos's head until it changes attack mode. Do not destroy the second part, or they will both respawn and Lavos will resume using the delta attack. Or, just perform Luminaire and the battle will be over.

Heckran: Attack the head with magic until the mouth closes and the hole seems to "contract." Avoid attacking again until the mouth relaxes.

Zombor: Attack Lavos's head as you would the top half of Zombor, then eliminate the bottom part like you would the lower half.

Masa & Mune: Watch the messages carefully. When it claims to be storing energy, fire off one of Crono's Slash attacks to dissipate it.

Nizbel: Hit it with a Lightning spell to lower DEF, then use a powerful Dual or Triple Tech. Repeat each round.

Magus: A hard fight. Watch for it to cast a spell, then use the exact same type of spell right back at it. Attack with the Masamune to lower DEF. When "Lavos risks casting a spell" appears onscreen, anything goes.

Tyrano, Azala: Equip everyone with Fire-absorbing armor. Destroy the smaller left part first with Magic. Then wait until Lavos lowers its DEF before unleashing more techs on the main body. Try to defeat it before it counts all the way down to zero.

Giga Gaia: The parts on either side represent the hands. Destroy the left one, then assault the head with powerful techs. If the left part is restored, hit it with a strong tech to knock it out again.

Between each imitation, you have a moment to change party members, use medicines and tonics, and prepare for the next challenge. After the Giga Gaia routine, Lavos attacks on its own.

Lavos Attacks

Fighting the actual creature is a lot more difficult than any boss that has come before. Each round, someone must heal the other characters while they perform their most powerful techs. Alternatively, wait until everyone gets low on HP and MP and use a MegaElixir. The Lavos head has around 10,000 HP, and can be defeated after a short while. Now the party enters the mammoth shell.

INSIDE THE SHELL

Use the save point on the right, and use a Shelter before heading to the top. Depending on how you challenged Lavos, there might be a Time Gate to the left which takes you back to the End of Time.

Inner Lavos

The inner creature consists of a body and two arms. Perform horizontal techs such as Line Bomb or Falcon Hit to eliminate the arms, and then you can take out the body in no time.

The Real Enemy

After that, Lavos reveals its true form. The party which seems to have the easiest time against this form is Crono, Magus, and Frog. Frog heals and dispenses Ethers, while Crono and Magus focus on taking down the creature. Use MegaElixirs or heal *every time* your party gets low.

At the start of the battle, focus your attacks on either the central or left Bit until one is destroyed. Unless the left Bit's defense disabling becomes a problem, it is better to focus on the central Bit as it has access to the most powerful of the Lavos Core attacks. Attacks from the right and left Bits are annoyances when compared to the lethal attacks from the central Bit.

A message indicates when Defense has shut down, marking the time to attack the right Lavos Bit with your strongest techs. If you have taken out the central Bit, be careful when attacking the remaining two. Any attack that strikes the left Bit will trigger a counter attack that acts like X-Strike. After a few turns, the right Bit rebuilds any destroyed parts. Start using horizontal or multiple-target techs like Luminaire, Dark Matter, Falcon Hit, Flare, Shock, and Line Bomb. Use these attacks until the message indicating Defense being activated appears. You're healing the left Bit while doing this, but it can't be healed for more HP than the amount with which it starts, and the healing is offset by the damage done to the other two bits. When the Defense is re-established, use the same strategy that was used at the start of the battle.

LEFT BIT

The left Bit performs many support functions. It heals the central body, disables defensive statuses of your party, absorbs MP and occasionally launches an attack. It is healed by any magic-based techs, so only hit it with physical techs or attacks.

CENTRAL BIT

The central Bit is the shield for the right Bit as it appears to be the Lavos Core. It uses the most devastating magic and physical attacks of the Lavos Core.

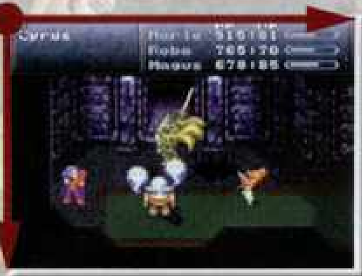
RIGHT BIT

This is the true Lavos Core, and is heavily shielded for most of the battle. This Bit revives the other two if they are destroyed, but at the cost of its defense. Watch for the messages indicating defense has been shut down or restored.

THE END

When Lavos is destroyed, the world is saved! If you resurrected Crono and completed most of the side quests, then you should get the Best Ending. Look for a complete list of endings in the New Game + section of this guide.

SIDE QUEST: CYRUS'S GHOST

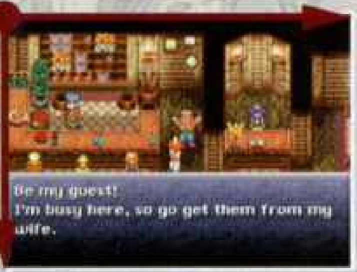


CHORAS VILLAGE

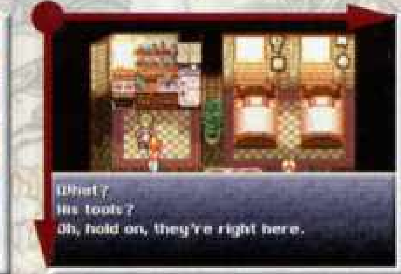
ITEMS FOUND
Tools

The Ghost of a Lofty Knight

Using the Epoch, travel to Choras on the western continent. In 1000 AD, the ghost of Cyrus haunts the Northern Ruins northwest of the town. If you feel like getting killed, go inside and challenge Cyrus. It can't be hurt and you can't escape!



Be my guest!
I'm busy here, so go get them from my wife.



What?
His tools?
Oh, hold on, they're right here.

In 600 AD, it's a different story. There's still time to lay the ghost of Cyrus to rest properly. First head to the Café in Choras and speak to the man drinking at the table. He complains that his tools are missing. Fly to 1000 AD and speak to his descendant at the bar. He claims that his wife has the tools at home. Go to the southern residence in Choras and speak to the wife. She hands over the **Tools**.

Return to the man drinking at the table in 600 AD, and he wil leave the Café. Follow him to the southern residence and his team will leave for the Northern Ruins. Follow him up there an save your game outside.

ITEMS FOUND
Leave them al

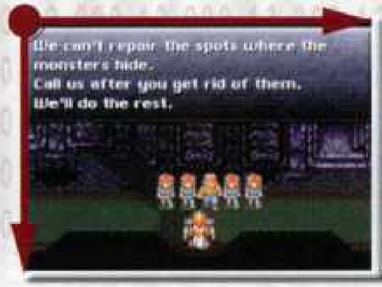
NORTHERN RUINS

ENEMIES

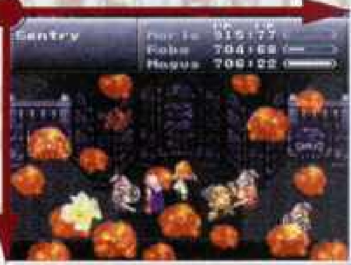
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Base	88	8	650	377	N/A	None	None
Defunct	1450	18	500	518	Fire	Elixir	Lapis
Departed	1650	18	500	555	N/A	Elixir	Lapis
Reaper	1450	18	700	474	Fire	Elixir	None
Sentry	1280	8	400	467	Fire	HyperEther	Full Ether

Leave all the chests you find unopened. That way, you can return to 1000 AD and claim all the items, and then come back to 600 AD and double your take!

Inside the Ruins, the repairman claims that they've fixed what they can, and the ghosts are too much of a problem. Run around and eliminate all the ghosts. Magus will be a huge help, since his Fire2 and Lightning2 spells are so strong. Any sealed black boxes you find, examine them but don't take what's inside. Be sure to dispatch the enemies in the upstairs quarters and in the lower levels as well.

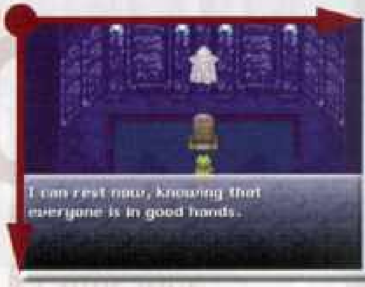


We can't repair the spots where the monsters hide.
Call us after you get rid of them.
We'll do the rest.



Return to the village and summon the repairman. Pay him 2000 G to come back and continue repairs on the Ruins . Return to the Ruins and the repairs should be complete. That's service!

Place Frog as the leader in your group, and head into the lower levels. Proceed on to the grave of Cyrus. After the ghost appears for a short scene, the Masamune will be upgraded. (In the tables of this guide, it's listed as Masamune II.)



I can rest now, knowing that everyone is in good hands.

Now it's time to collect many rewards! You have to pay the repairman another 2000 G to finish his work, but it's worth it. Exit and time-travel to 1000 AD.

ERO'S GRAVE

ITEMS FOUND

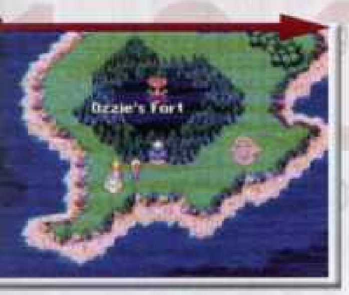
- HyperEther (2)
- Magic Tab (2)
- Power Tab (2)
- Elixir (2)
- Shiva Edge
- Valkerye
- Moon Armor
- Nova Armor
- Kali Blade
- Siren

yrus's resting place is now a hall of honor, and is renamed to reflect such. Explore ownstairs for a **HyperEther** and a **Magic Tab** near the grave. Now move to the upper ortion of the tomb and search the lower left corner of the first room to find a **Power Tab**. The left chest in the area contains an **Elixir**, nd the twin sealed chests contain a **Shiva Edge** and a **Valkerye**. The lone black box contains **Moon Armor**.

eturn to 600 AD, where the tomb has also been renamed, and collect the same items again! The sealed black boxes contain the **Nova** rmor, the **Kali Blade**, and the **Siren**.

TIP *Return to the Denadoro Mountains and find the rock-tossing Free Lancer in the last area. Place Frog in your party, and he will catch one of the Free Lancer's rocks. It turns out to be the* ***Gold Rock****, which allows Frog, Marle, and Robo to perform the Grand Dream Triple Tech.*

SIDE QUEST: OZZIE'S FORT



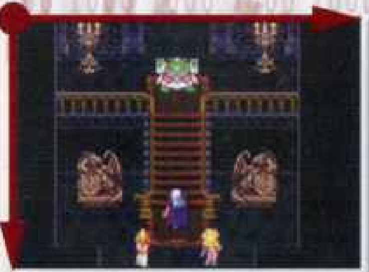
OZZIE'S FORT

ITEMS FOUND

- Full Ether
- Gloom Cape
- Gloom Helm
- Doom Sickle
- Magic Tab
- Dash Ring
- Sight Cap

The Fugitive

This side quest might actually be just a bit easier than the last, but having a large number of techs at your disposal is key. Ozzie's fort is located in 600 AD, on the exact spot where Medina stands in 1000 AD.



nter the Fort and meet Ozzie. If Magus is available, have him lead your characters. There will be xtra dialogue between the former dark lord and his evil cronies throughout this side quest. Also, ring along Ayla to Charm some important items.

ursue Ozzie north, and he will summon other ex-Magus followers.

BOSS: FLEA PLUS

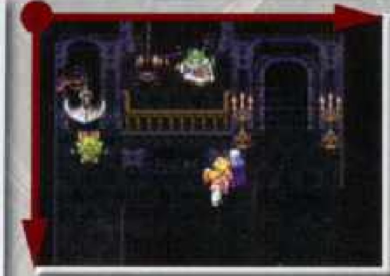
P: 2500	**EXP:** 2000	**TECH:** 20	**G:** 2000	**WEAK vs:** N/A	**STRONG vs:** N/A	**CHARM:** —

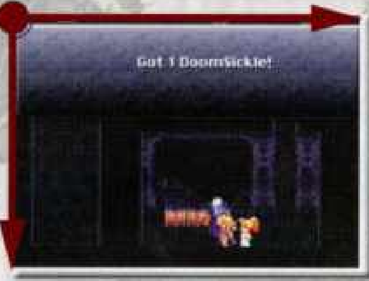
Flea does not seem to possess the same immunity to magic as previously, so hit him(?!) with your best magic and away he(?!) goes.

BOSS: SUPER SLASH

P: 2500	**EXP:** 2000	**TECH:** 20	**G:** 2000	**WEAK vs:** N/A	**STRONG vs:** N/A	**CHARM:** —

Use any two characters' stronger Dual Tech, or fire up any of Magus's higher Shadow spells. Super Slash bites the dust instantly and runs.





Got 1 DoomSickle!

Stupid Bait, Hidden Chamber

Ozzie operates a winch in the next chamber, raising and dropping a blade in front of a chest. Ignore it and proceed toward the green globule. An Imp foils Ozzie's trap, and the Grand Green One retreats. Now you may open the chest for a **Full Ether**. Now move to the exit, but stop at the doorway. Head directly down from there to enter a dark secret room. Chests in here contain Magus's ultimate armor and weapon, plus a **Magic Tab**!

Continue north to fight all three super-villains at once.

BOSS: GREAT OZZIE, SUPER SLASH, FLEA PLUS

Great Ozzie HP: 6000 **EXP:** 7500 **TECH:** 80 **G:** 4000 **WEAK vs:** N/A **STRONG vs:** N/A

Super Slash HP: 4000

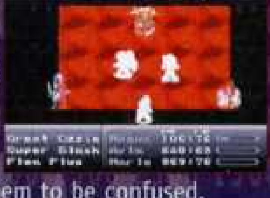
Flea Plus HP: 4000

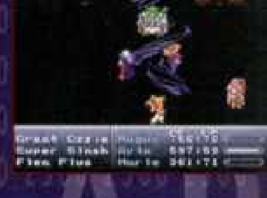
GREAT OZZIE CHARM: OzziePants

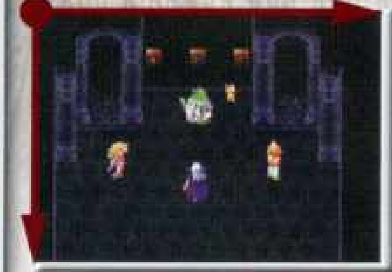
SLASH CHARM: Slasher

FLEA CHARM: Flea Vest

As a trio, they can be quite devastating, meaning that the previous fights were just bait! Focus techs to beat Super Slash first since he roams the room doing the most damage. Their delta attack becomes obsolete once he's gone. Now try to eliminate Flea Plus, but make sure to Charm the Flea Vest from him(?!) first. Finally, Ozzie is completely deserving of your wrath so unleash nightmarish Triple Techs or strong Dual Techs to annihilate him. Don't worry about Charming the OzziePants (worn on the head) unless you're just interested in collecting items. The OzziePants are cursed, and cause the character wearing them to be confused.





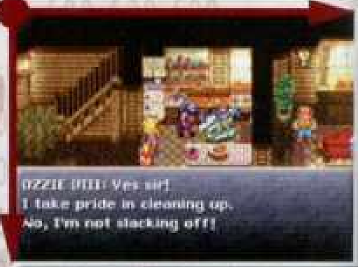


Beaten By the Kitty

Collect the **Dash Ring** and **Sight Cap** from the chests and move upward. Chase Ozzie north, where he has erected the same artificial barrier as before. During the brief fight, you can Charm Ozzie for another OzziePants if you're collecting them. Attack the switch behind him, and the party is dropped back into the previous room. Run back to where Ozzie is holed up, and the housecat will throw the switch that drops the green blob to his doom.

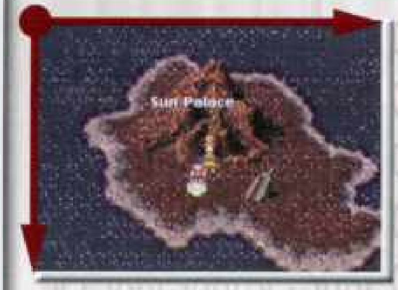
Harmony with Mystics at Last

Return to Medina Village in 1000 AD. The grudge held against humans for so long has vaporized, and the statue of Ozzie at the square is gone. The Inn is suddenly regular price, and the Item Shop is now the cheapest place in the game! Stop by the Mayor's House to see an Imp rightfully ruling the township. Ozzie VIII is cleaning the kitchen, where he belongs!



OZZIE VIII: Yes sir!
I take pride in cleaning up.
No, I'm not slacking off!

SIDE QUEST: THE SUN STONE



THE SUN PALACE

ITEMS FOUND

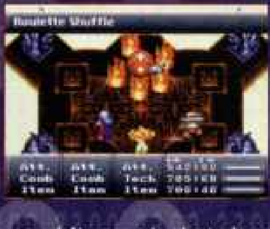
- Moon Stone
- Sun Stone
- Wonder Shot
- Sun Shades

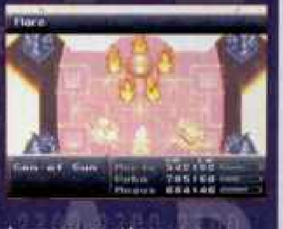
Light of the Generations

Return to 2300 AD in the Epoch and land. Press SELECT to view the world map. Use the Epoch to fly to the island in the far south.. Equip everyone with Red Mail, Red Vest, or Ruby armor, to reduce or absorb fire damage.

BOSS: SON OF SUN

HP: 2100
EXP: 3800
TECH: 40
G: 2000
CENTER WEAK vs: IT Flame
CENTER STRONG vs: N/A
CENTER CHARM: Black Mail
FLAME ORBS WEAK vs: N/A
FLAME ORBS STRONG vs: All
ORBS CHARM: Elixirs (1 ea)

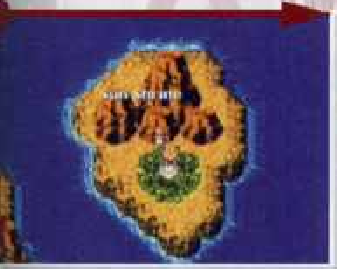




One of the trickier bosses in the game deceives you into thinking that the middle creature is the boss. The real target is one of the flaming orbs surrounding it. Only this orb can be damaged sufficiently, and the whole is immune to spells.

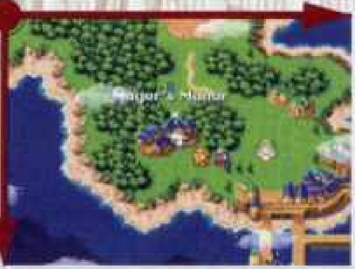
To determine which orb is the one to hit, have each character attack an orb physically. Wait until that attack is executed. If no damage is done, the boss retaliates and your next character should attack the next orb. Always go in a clockwise fashion, so you don't forget which orbs you've already attacked. Once you hit an orb that does damage to the center sphere, keep attacking it until the creature shuffles the orbs.

Each time the fire orbs are shuffled, you have to begin the process of determining which is the weak orb all over again.



Blessed by the Sun

Following success in the long and tedious battle with the Son of Sun, grab the **Moon Stone** from the son of Sun and exit. Travel to 65,000,000 BC and land on the northeastern-most continent. Enter the Sun Keep and place the Moon Stone in the light.



A Thief in Time!

Now travel to 2300 AD and enter the Sun Keep. The stone is gone! One of your characters determines that it's been gone for 1300 years, so head back to 1000 AD.

Enter the Sun Keep again in 1000 AD and one of the characters will determine that it's only been gone a short while. Fly around the world and you'll see a bright twinkling going on at the Mayor's Manor in Porre.

The Mayor won't even admit to snatching the stone, and everyone talks about how greedy he is. Head back to 600 AD to learn why. Visit the Elder's House in Porre and you'll see just how poor his family once was. His mother is hungry for some Jerky.

Travel to 1000 AD and purchase Jerky from the barkeep at the Snail Stop in Porre for 9,900 G. Return to 600 AD and turn the Jerky over to the housewife freely.

Now go forward to 1000 AD and meet a kinder, gentler Mayor. He turns over the partially charged Moon Stone quite willingly.

You're giving it away?
I thought there were no kind people
left in this world!

Inspiration for Invention

Return to the Sun Keep in this time period and replace it in the light. Now travel to the Sun Keep in 2300 AD and place Lucca in your party. Inside is the **Sun Stone**. She thinks of a way to turn it into a weapon. Automatically the group returns to 1000 AD, where Lucca fashions the stone into the **Wonder Shot**. Her father Taban makes the **Sun Shades**. Eventually, you'll be able to make more items from the Sun Stone and the Rainbow Shell after completing another side quest.

SIDE QUEST: ROBO'S HOME

GENO DOME

ITEMS FOUND

- *Full Tonic (2)*
- *Lapis (2)*
- *Elixir*
- *50,000 G*
- *Poyozo Doll (2)*
- *Hyper Ether*
- *Full Ether (2)*
- *Vigil Hat*
- *MegaElixir*
- *Magic Tab*
- *Power Tab*
- *15,000 G*
- *Terra Arm*
- *Crisis Arm*

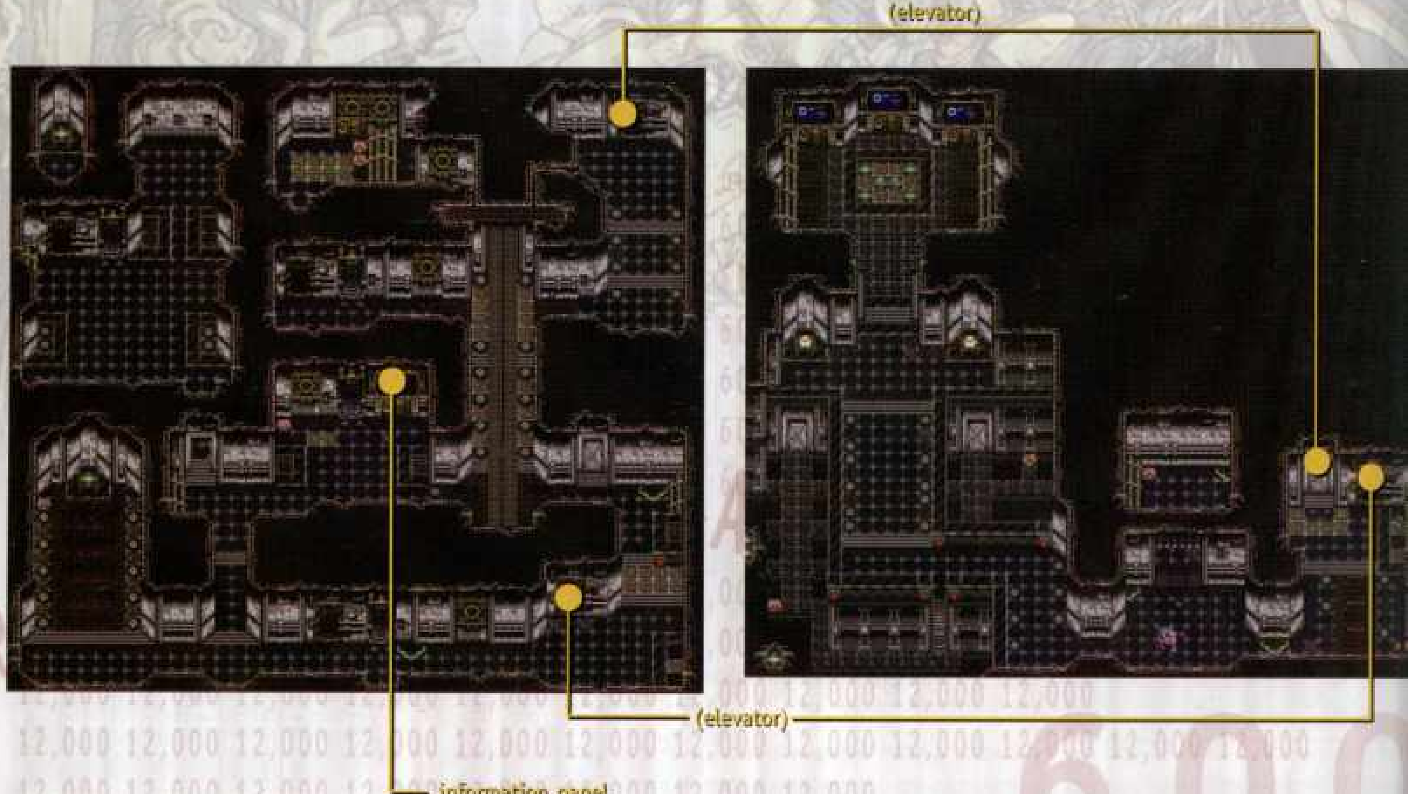
ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Debuggest	1024	8	450	452	Lightning	Elixir	Shield
Laser Guard	400	8	120	346	N/A	Full Tonic	None
Proto 4	1024	8	800	477	Lightning	Elixir	Barrier

Where Machinery Originated

In 2300 AD, the Geno Dome sits on a small island where Choras Village previously stood. Robo was created in this lab, and you can't get inside unless Robo is leading the party. Round out your crew with Ayla, and Magus or Crono.

Step onto the conveyor belt and fight an increasingly difficult series of robots. All are weak against Lightning, so use Crono-Robo and Crono-Ayla Dual Techs, or Lightning2 to make short work of them.



Turbo Charged!

After the conveyor belt nightmare, proceed north and examine the charge pod next to the door. Press the switch to open it, then leave it like that for a moment. Head all the way left and defeat the two Debuggests. As you proceed to the top, a Proto droid keeps knocking you away. You cannot reach the chest or the Poyozo Doll, and so the mystery deepens.

For some answers, head north to the Information Panel (marked on the map). Avoid fighting the three Proto 4s right away. Watch as one of them moves into the charge pod and comes out spewing electricity. It should move south and into the charge pod you opened. Follow it into the room and eliminate it, then collect a **Full Tonic** and **50,000 G**.

Return to the Information Panel and defeat the two Proto 4s remaining. Now, something "clicks." Claim the **Full Tonic** from the chest. Move Robo to the right panel and all your questions will be answered. Slide over to the charging pod and enter. Electric bolts emanate from Robo indicating that he is "charged" and can open a charge pod door.

Head to the door west of the charging pod. Defeat the Laser Guards and proceed to the top three switch panels. Press the left and right panels, leaving the middle switch green. This opens the pod next to the far left door. Now charge Robo and dash back to the open pod. Enter the small room and claim the first **Poyozo Doll**. Search the green pad again for a **Speed Tab**.

Changing Direction

Move back down to the southern corridor and head right. The glittering dot indicates where the dust chute is. Use it if you want to return to the entrance and fight through the long conveyor belt again. The robots on the long conveyor belt respawn every time, and fighting through repeatedly is a great way to level up your characters.

Enter the "Dust Chute"?
Yes.
No.

The door across from the dust chute leads to an elevator going up. Stay on this floor for the moment and go to the north. Empty the chests in the room near the conveyor belt, then return to the elevator across from the dust chute and go up.

Use the save point, then enter the door beside the elevator. To the immediate right, search for a **Power Tab**. Continue north, and take the top elevator down.

Move to the bottom of the corridor and deactivate the red laser. There will be an alarm sounding, and fighting. Move across the conveyor belt and open the charge pod on the other side. Return to where you left the elevator and go left into the room bisected by pipes in the floor. Move to the bottom switch and press it to change the direction of the conveyor belt.

Last Charge Pod

Now you must return to the charging pod, then dash all the way around the bottom floor to the conveyor belt, then dash north and left into the charge pod. You should clear all enemies in your path, so they don't get in the way. Once you've run the track and successfully opened the door, enter and collect a **Full Ether** and **Hyper Ether**. Now examine the guard drone and it will start to follow you. Lead it down the conveyor belt and back toward the entrance. It becomes stuck occasionally, so walk while leading it. Lead it to the far left, and it will "lock" the other guard in place. You can now collect the **Poyozo Doll** and **Vigil Hat**.

Return to the southeast elevator and go up. Use the save point and defeat the Laser Guards below. You may need to go back, save again and use a Shelter if Robo is in bad shape. Collect the **Lapis** from the bottom right chest and go left to meet Robo's old girlfriend.

BOSS: ATROPOS XR

HP: 6000 **EXP:** 0 **TECH:** 0 **G:** 0 **WEAK vs:** N/A **STRONG vs:** N/A **CHARM:** —

Robo decides to fight the robot girl alone. Just keep performing Robo Tackle, since it is just as powerful as any of Robo's other techs, but with less MP consumption. Heal with Cure Beam when needed. Atropos performs the same techniques, and finishes with a final bomb that damages only slightly. You don't win anything from the battle, but afterward she regains her proper circuitry and gives Robo a Ribbon that permanently increases his Speed by 3 and Magic Defense by 10.

Extermination

Return to the save point and heal again. Then return to the area where you fought Atropos XR and move toward the laser beams. Robo hits the switch beside the doorway, deactivating the lasers. Collect the **MegaElixir** and the **Magic Tab** inside.

Move west and head down the ladder. On the lower catwalk, obtain **15,000 G**, learn that the Geno Dome is exterminating humans, and continue onward to find a **Full Ether**. Go back to the ladder and continue west on the platform, fighting two sets of 6 Laser Guards. Place the Poyozo Dolls upon the green pads on either side of the door to open it. Move into the room and the Mother Brain will appear.

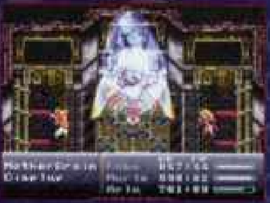
Laser Guard

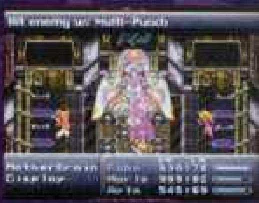
BOSS: MOTHER BRAIN, DISPLAYS

Mother Brain HP: 5000 **EXP:** 3000 **TECH:** 40 **G:** 3000 **WEAK vs:** None **STRONG vs:** None **MOTHER BRAIN CHARM:** Blue Mail

Display HP: 1 each **DISPLAYS CHARM:** Elixirs (one each)

First, destroy the Display panels in the room, all except one. The Displays heal the Mother Brain by 1000+ HP each, making it impossible to do any real harm. Destroy the Display on the left and the one on the right, but leave the Display in the back operational. If you destroy all three Displays, the Mother Brain launches a massive retaliation that could kill your entire party. In addition, the DEF and ATK of the Mother Brain rise each round. However, if you leave one Display active, you completely avoid the counterattack and defensive measures.





With two Displays gone, attack the Mother Brain with single-target techs. Avoid using Dual or Triple Techs, since you can do more damage in one round if everyone performs their strongest Single Tech. Your characters should inflict a combined 2500-3000 HP each round. Charm a Blue Mail from her, and ignore her laser attacks, which do minimal damage.

Task Complete

After the battle, Robo receives the **Terra Arm** and **Crisis Arm**, his most powerful weapons. The human race is safe from extermination, and the Geno Dome is sealed forever.

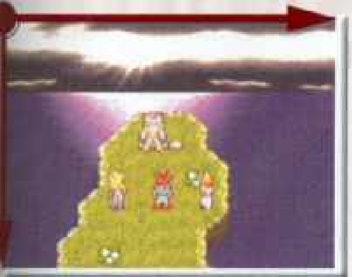
SIDE QUEST: THE RAINBOW SHELL

Got 1 Toma's Pop!

CHORAS VILLAGE

ITEMS FOUND
Toma's Pop
Speed Tab

At the Choras Village Café in 600 AD, the great explorer Toma can be found at the bar. You might recall that he was hired in Dorino to find the legendary Rainbow Shell. At this time, the search isn't going well. After a brief conversation, he gives you **Toma's Pop** and some instructions on how to use it.



Exit the Café and use the Epoch to travel forward to 1000 AD. Head to the West Cape, which is northwest of Choras. There you will find the grave of Toma. There is a **Speed Tab** hidden behind Toma's headstone. Pour Toma's Pop on the grave, and his spirit will arise. He points toward an island to the northwest called the Giant's Claw. Get back in the Epoch and return to 600 AD. Travel northwest until you find a small mountain on an island just off the West Cape.

GIANT'S CLAW

ITEMS FOUND

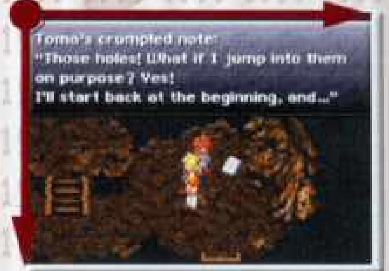
Sight Cap
Power Tab (3)
Full Ether
Blue Rock
Zodiac Cape
Lapis
Frenzy Band

ENEMIES

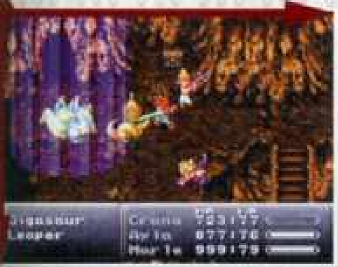
NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Fossil Ape	1800	15	450	533	N/A	MegaElixir	Lapis
Gigasaur	2250	15	450	584	Lightning	Ruby Armor	Barrier
Leaper	800	10	360	412	Magic	Elixir	Shield
Lizardactyl	950	8	0	444	N/A	HyperEther	None
Rubble	515	100	0	1000	N/A	N/A	Mid Ether

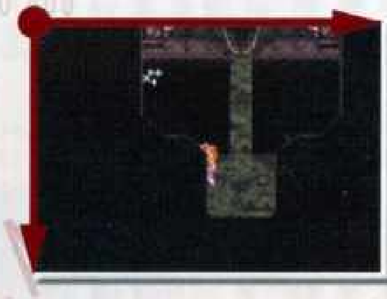
Familiar Ruins

Inside the mysterious mountain, find Toma's note near the entrance. Continue south into what appears to be Azala's throne room from the Tyrano Lair. Crono will sit in the chair for a laugh if he's at the head of the party.

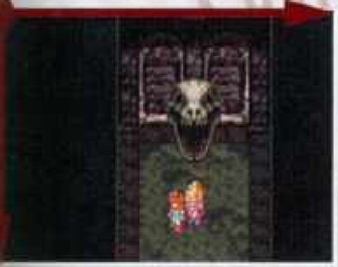


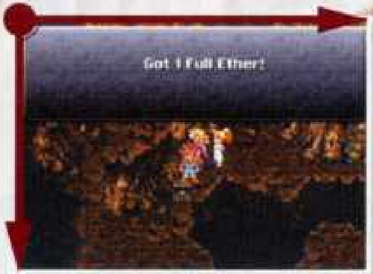
Toma's crumpled note:
"Those holes! What if I jump into them on purpose? Yes!
I'll start back at the beginning, and..."





Continue south and examine the left chest. Use Lightning to help defeat the enemies that appear, then get the **Sight Cap**. Move down the ladder to the right. Avoid using Lightning on Lizardactyls, since they absorb it. Continue through the right cave until you find a familiar room with three floor switches and a dino skull. The top switch unveils a save point. Avoid pressing the bottom right switch. The bottom left switch opens pits in the floors and drops a kitty. Jump down to the level below.



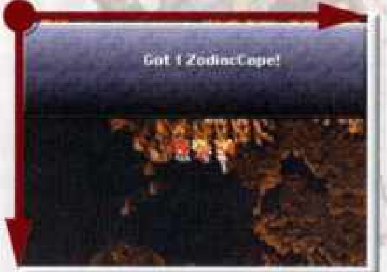


Got 1 Full Ether!

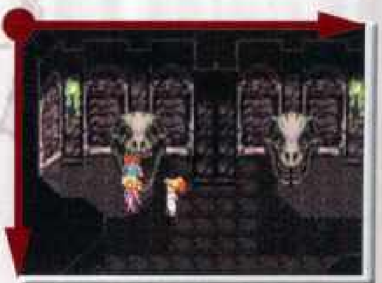
Push the left switch to open the skull on this level. Enter the skull and find the **Power Tab** on the floor, then head south to the exit. Move left and climb down the ladder. Grab the **Full Ether** on the left, move all the way right and search the floor for another **Power Tab**, then climb back up the ladder. Go left and south, where you are attacked by Fossil Apes and Leapers. Cross the ravine and get the **Blue Rock** from the partially hidden chest on the far right, then exit south.

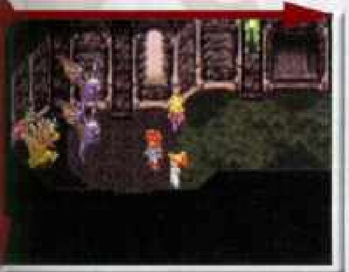
The far top right ladder in the next chamber leads back to the entrance. Go down the south ladder and move all the way left. Search in the corner for a hidden chest containing the **Zodiac Cape**. Run down the slope and open the right chest, then go down the ladder and exit through the left cave.

You are now at the Tyrano Lair's former entrance, 65,000,000 years ago. Fight the Leapers and Gigasaur, and enter the left skull. Note the shiny tab on the floor to the right, and go up.



Got 1 ZodiacCape!





Press the left floor switch to dump the Fossil Ape, then enter the left door. Collect the **Frenzy Band** and return. This time you have to fight, but you can then move right and dump the other Fossil Ape. Exit through the right door.

Next up are the Rubble enemies, just like the ones you fought at Mt. Woe. Destroy them for massive EXP and Tech Points. Continue to the right into the small chamber and open the right pod. This is a switch that drops you into the large cell below, but this time it's necessary. Exit the cell and head west, going up the stairs. Collect the **Power Tab** at the top, and Incidentally, you can open the skull from this side. Go back down and head east of the large cell.

Use the save point on the lower floor, and open Kino's old cell. At the top is a new opening in the wall. Equip everyone with Red Mail, Red Vests, or Ruby Armors and move upward to fight an ancient enemy once again.

BOSS: RUST TYRANO

HP: 25000 **EXP:** 3800 **TECH:** 40 **G:** 2000 **WEAK vs:** N/A **STRONG vs:** N/A **CHARM:** Red Mail

Rust Tyrano
Crono
Ayla
Marle

Rust Tyrano
Crono
Ayla
Marle

This battle is exactly like the one fought in 65,000,000 BC, only the Tyrano is now much tougher and takes more damage. Rust Tyrano will count down from five to zero and launch a ***double*** fire attack, but if your characters are equipped with the proper armor you can deflect or absorb it. You have only one attack to worry about then, when Rust Tyrano chews one of your characters up and spits him or her out.

You don't have to wait until it drops its DEF anymore, so start launching strong Dual Techs and Triple Techs immediately if possible. A good party is Marle, Crono, and Ayla, who can perform Final Kick. This should do 3000+ HP damage per turn. If you haven't learned this, then avoid using Dual Techs and instead perform your characters' most damaging Single Tech. In the meantime, Charm another Red Mail and keep performing Final Kick or Single Techs.

The Rainbow Shell

Move north after the battle and examine the magnificent Rainbow Shell. The party can't lift it, so move south and the scene will shift back to Guardia Castle. The King agrees to have it moved to the castle, where it will be kept as a national treasure. Exit the castle and travel to 1000 AD. Place Marle in the party and enter the castle.

GUARDIA CASTLE

ITEMS FOUND

Lapis (2)
HyperEther (4)
Elixir (2)
PrismShard
Full Ether
Yakra Key
Prism Dress
(or) 3 Prism
Helms
Prism Specs
Rainbow

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Gnasher	90	1	70	8	Fire	Revive	Revive
Naga-ette	60	1	80	8	Magic	None	None

Marle: Let me through!!

Trial of the Century

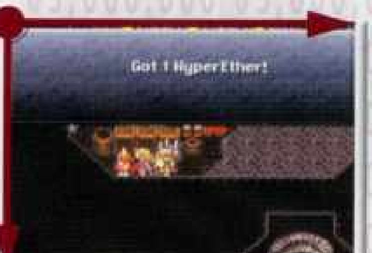
Inside modern-day Guardia Castle, the throne room is locked up, as are most areas. The guards reveal that the King is on trial for selling off the national treasure. Move up the right passage and enter the left stairwell. Collect a **HyperEther** on the way up, and notice another locked chest. With Marle in the lead, speak to the guards at the top and she will throw a fit to get inside.

The trial is proceeding against the King, and it looks like the Chancellor has framed His Majesty. Marle is ejected, and the group resolves to find the Rainbow Shell in the castle and bring back a shard. Return to the first floor and enter the new stairwell to the right.

Uncovering the Scheme

A guard is knocked out in the bottom chamber, and around the corner you will meet Dumb & Dumber. After they reveal what's going on, you can easily slay them. The Gnashers are the same as those found at the Cathedral long ago.

Gnasher
Marle
Ayla
Robo
Gnasher



Got 1 HyperEther!

Marle: The Rainbow Shell!!

Move north and hack through Gnashers and Naga-ettes. In the first chamber, collect the items from the three chests on the left. Proceed north, and fight your way to the top door. Inside, collect another set of the same items from the three chests on the right, then examine the Rainbow Shell at the top. After Marle reads a note from her mom, the **PrismShard** is scraped off the shell.

The Villain Revealed

Return to the courtroom, but the guards won't let Marle inside. She leads the party around to the back, where they crash through the window. The Chancellor is revealed to be Yakra's descendant, who's been seeking payback for all these generations.

BOSS: YAKRA XIII

HP: 18000 **EXP:** 3500 **TECH:** 40 **G:** 2000 **WEAK vs:** N/A **STRONG vs:** N/A **CHARM:** White Mail

As a descendant of a long lineage of monsters that have set out to defeat you, Yakra's protégé is familiar with your weaknesses. Everyone should be equipped with an item that prevents Chaos or protects status, as Yakra XIII will try to inflict that on your characters every round. If you're prepared well, all you have to do is keep hitting Yakra XIII with your strongest techs. Don't forget to Charm another White Mail. Have Marle heal everyone on occasion and keep HP high since Yakra XIII launches a devastating final attack that does 100-200 HP damage to each character.

Yakra XIII drops a **MegaElixir** after the battle, and note the shiny dot left in its wake. You must return later to find out what it is.

Reward Time

Following a touching moment between Marle and her father, the scene shifts back to the throne room. Melchior enters, and announces he will be in the basement making items from the Rainbow Shell. Afterward, there are some items to get from the castle if you haven't already.

Got 1 Full Ether!

CHANCELLOR: Phew, finally!
That beast, keepin' me locked up in here...!

In the King's chamber is a **Full Ether**, and in the Queen's are Marle's three teachers and a **HyperEther**. Restore HP/MP in the kitchen by eating the Crono Special. Return to the courtroom and examine the shiny dot to find the **Yakra Key**. Now go back to the next tower and unlock the chest pointed out earlier. The real Chancellor pops out, and he's back to his pleasant old self in no time.

I can make you 1 Prism Dress, featuring maximum defense.
Or I can make 3 less-effective Prism Helms.

After all this, return to the room where the Rainbow Shell is kept and speak to Melchior. He offers to make you either one **Prism Dress** or three **Prism Helms**. If you have completed the Sun Stone side quest and have that item, Melchior will make the **Prism Specs** and the **Rainbow** for Crono, his ultimate weapon!

SIDE QUEST: THE SUNKEN DESERT

FIONA'S VILLA

The first side quest mentioned by the Old Man at the End of Time is actually the hardest, so don't attempt it until you've completed the others or until you are high in level and strength.

First, return to 12,000 BC and find the young woman at the Last Village Square who has a sapling she can't decide whether or not to plant. Tell her to plant it, and then Fiona's husband will be home and the Sunken Desert will appear in the area outside her homestead in 600 AD. If you already told the young woman to plant the sapling at Zeal Palace or at the Last Village Square, then you're all set. Talk to Fiona first, then set out for the swirling sand pit in the desert.

FIONA: This Mystic seedling could revive the forest, but I can't plant it. Too many hungry monsters lurking about.

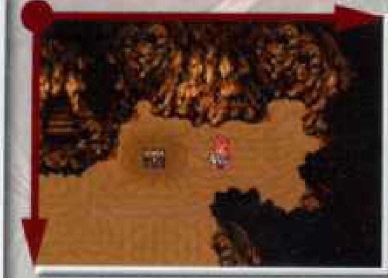
ITEMS FOUND

- *Lapis*
- *Full Ether (3)*
- *Aeon Suit*
- *Elixir*
- *Full Tonic*
- *5,000G*
- *HyperEther*
- *Muscle Ring*
- *Aeon Helm*
- *Memory Cap*
- *Power Tab*

SUNKEN DESERT

ENEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Hexapod	1000	15	600	408	Water/Shadow	Barrier	Lapis
Mohavor	400	15	550	348	Water/Shadow	Shield	None



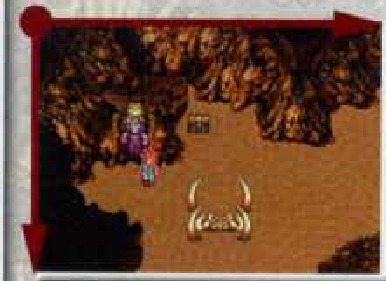
The Swirling Sand Pit

Enter the area called the Sunken Desert and move north into the swirling sands. The party is dropped into a large chamber where they are constantly moved outward from the center. This makes it very di ficult to reach some of the chests scattered around the room, and enemies will have multiple opportu nities to attack.

The enemies in the Sunken Desert are all affected by Water, so place both Frog and Marle or Magus in the party for maximum effect. First, cast a multiple-target Water or Ice spell to lower DEF, then have the next character attack with his/her strongest tech.

Hexapod
Crono
Magus
Frog
Hexapod

Move around the large chamber as best you can, defeating enemies and collecting items. This is a good room in which to obtain a lot of Tech Points and EXP. The top exit leads back outside, and the bottom leads to the boss's chamber.



Lair of the Retinite

In the lower chamber, step onto the swirling sand floor and a loud rumbling will begin. Go back to th entrance and wait on the stone platform. The Retinite shakes the sand floor violently every fifteen seconds. If your characters are anywhere on the sand, they could sustain 50-100 HP damage. Althoug there are many chests scattered around the cave, do not be tempted to go after them. Instead, wait until the Retinite surfaces near the stone platform on which you stand, then run at it to engage in battle! You can always collect the items after the fight, when there is no more shaking.

BOSS: RETINITE

Core HP: 1000	**EXP:** 2600	**TECH:** 100	**G:** 2000	**CORE WEAK vs:** N/A	**CORE STRONG vs:** Absorbs Lightning, Fire, and shadow	**CORE CHARM:** Speed Tab
Upper HP: 5000				**UPPER WEAK vs:** Water	**UPPER STRONG vs:** N/A	
Lower HP: 4800				**LOWER WEAK vs:** Water	**LOWER STRONG vs:** N/A	

Water hardens sand / Def pwr is down!
Retinite
Crono
Magus
Frog

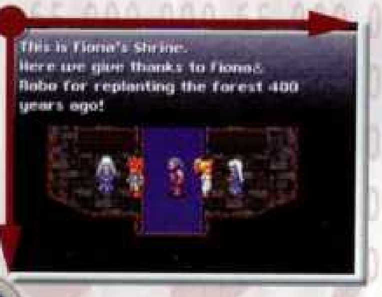
Sand Breath / Darkness
Retinite
Crono
Magus
Frog

The Retinite seems to be a distant cousin of the Zombor fought so long ago, but it has a different set of tricks. It attacks so frequently during the battle that healing is a must, so heal everyone when needed.

Now that you're set, cast an Ice spell to lower the DEF, and then target the top with powerful physical techs like Confuse, Leap Slash, or X-Strike. DEF will rise again with each attack, so cast Ice or Water at the start of each round. The Core absorbs most spells, so attack it with physical-based techs. You can target it first, but that leads to Retinite being more aggressive. Eliminate the top half first, since it chews up characters and spits them out, consuming their HP. Once the top half gives way, destroy the bottom half, which isn't able to heal itself.

Cleared of Monsters

Now that danger is gone, Fiona's Villa may prosper. Place Robo in the party and speak to Fiona. She will not live long enough to help the seedlings grow, so Robo volunteers to stay. Allow him to do so, and exit. You'll see Robo in tractor form, plowing the desert. Get into the Epoch and travel forward to 1000 AD.



This is Fiona's Shrine.
Here we give thanks to Fiona&
Robo for replanting the forest 400
years ago!

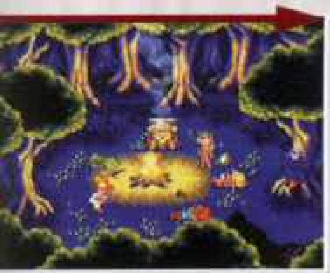
FIONA'S SHRINE

ITEMS FOUND

Green Dream

Success! A thriving forest has replaced the vast desert, and a large cathedral sits in the middle. ***Save your game*** and enter. This is a holy shrine to Fiona, celebrating her determination. A nun on the right sells powerful magic helmets, and the price is steep as can be imagined.

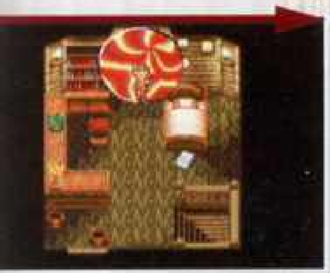
At the top of the shrine is Robo, having shut down and fallen into disrepair after years of neglect. But he comes back to life now for the party, and Lucca repairs him at a campfire later that night.

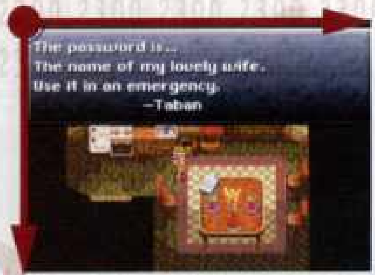


Moment of Indecision

Quick timing and steps are required here, so hopefully you saved your game sometime after beating the Retinite. That way you can repeat this scene if you mess up.

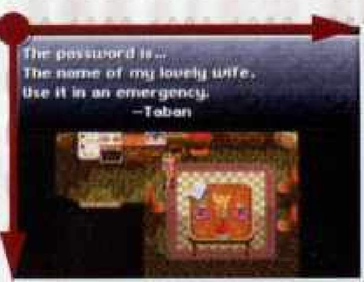
During the night, Lucca wakes up. Move to the right, out of the campfire area, where she finds a special red Time Gate. Enter and you'll travel to Lucca's room in her house just a few years ago.





The password is...
The name of my lovely wife.
Use it in an emergency.
—Taban

Read Lucca's note, and then head down the steps to the right. ***DO NOT*** exit through the door south of her room, or something terrible will happen. At the bottom of the steps, enter the north door into the kitchen and read Taban's note on the table. It contains an important password. Now exit the kitchen and head south to the living room.

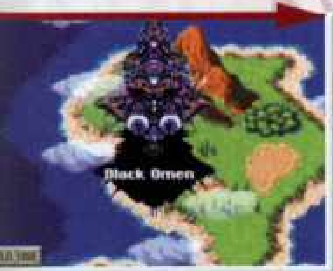


The password is...
The name of my lovely wife.
Use it in an emergency.
—Taban

you enter, Lara's dress tangles in Taban's machine. If the machine drags Lara in before you stop then you fail! Dash down to the shining dot on the machine and examine it. You are told to enter e password. **Press L1, then Circle, then R1, then Circle.** The machine stops, and Lara is free. cca's mom is never paralyzed!

cca then returns to the present, where Robo is waiting. Whether or not you successfully saved Lara om being crippled, your mechanical pal gives you the **Green Dream**. Saving Lara changes the eyond Time" ending just slightly.

SIDE QUEST: THE BLACK OMEN



The massive fortress of Queen Zeal floats above the world in the time periods between 12,000 BC and 2300 AD. It cannot be entered in the future, since the Day of Lavos has already passed.

The Black Omen somehow exists outside of time, so that it is the same in all eras. That means if you defeat a boss monster or take an item there in 1000 AD, you can't go back to 600 AD and defeat the same monster or take the same item again.

You must use the Epoch to fly to the Black Omen. Position it in the shadow of the massive fortress. When the name appears, press X to enter.

ITEMS FOUND

MegaElixir (6)
30,000 G
Magic Seal
Elixir (2)
Vigil Hat
Nova Armor
Haste Helm
Zodiac Cape
Power Seal
Speed Tab (4)
White Rock

HE BLACK OMEN

NEMIES

NAME	HP	TECH	G	EXP	WEAKNESS	CHARM	WIN
Alien	1350	8	1100	804	N/A	Magic Tab	Shield
Blob	1050	0	1250	753	N/A	Magic Ring	Barrier
Boss Orb	850	0	750	0	N/A	None	None
Side Kick	1250	100	0	500	N/A	None	None
Cybot	1800	16	750	728	N/A	Power Meal	HyperEther
Flyclops	900	10	0	575	N/A	Gold Stud	None
Goon	2800	15	800	850	N/A	Nova Armor	Elixir
Incognito	110	10	2000	378	N/A	Muscle Ring	None
Laser Guard	400	8	120	346	N/A	Full Tonic	None
Martello	1245	10	400	554	N/A	HyperEther	None
Metal Mute	1980	16	1100	685	N/A	HyperEther	None
Panel	1875	12	550	800	N/A	Speed Tab	None
Peeping Doom	1	10	450	378	N/A	None	None
Ruminator	1500	18	400	422	N/A	MegaElixir	None
Synchrite	2250	12	900	755	N/A	Gold Earring	Hyper Ether
Thrasher	666	8	250	218	N/A	None	None
Tubster	2150	20	800	850	Fire	Power Tab	Elixir

Laser Guard
Crono
Magus
Robo

Alien Realm

An excellent party for getting through is Crono, Ayla, and Frog. As you can see, you're going to have to Charm enemies just to make the battles worthwhile.

The party jumps out of the Epoch onto a small landing pad. Go to the shiny dot at the bottom if you want to re-board the Epoch. Otherwise, move north and engage the Laser Guards. One shot of Crono's Lightning2 spell should take them all out.

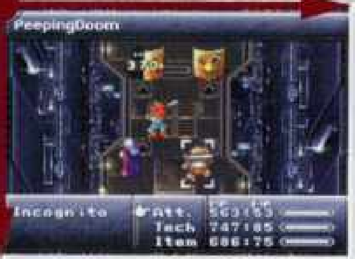
BOSS: MEGA MUTANT

Upper HP: 4600	**EXP:** 900	**TECH:** 50	**G:** 1500	**WEAK vs:** N/A	**STRONG vs:** N/A	**UPPER CHARM:** Elixir
Lower HP: 3850						**LOWER CHARM:** Vigil Hat

Inside the fortress, Queen Zeal scoffs at your audacity and summons the Mega Mutant. Use your strongest Dual Techs to attack the top part first, since it's tougher. Have Ayla Charm items out of both halves before finishing them off.

Damage enemies w/ Darkmist
Dark Bomb
Magic Wall
Dark Mist

Mega Mutant
Crono
Magus
Robo



Ocean Palace Revisited

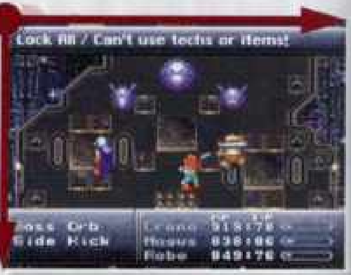
Now move north through the Black Omen, defeating enemies and collecting items. Be sure to bring plenty of Shelters along, so that you can use them at every save point if need be.

Directly above the Mega Mutant fight are two Incognito enemies. As with the Blue Shield monsters from the Guardia Castle prison area, you must wait until the PeepingDoom monster behind the shield reveals itself. If you attack the shield, expect heavy casualties or locked techs.

Before the next save point is an enemy known as a Goon. Fighting a duo of these is like combating a minor boss, so use power and caution. Avoid using Lightning or Shadow magic, as they absorb both.

After saving and/or using a Shelter and continuing north, you will encounter the Boss Orb/Side Kick trio. These are tricky, but the payoff is big. They lock all techs and items, even if your status is protected. Attack the Boss Orb until it is gone, and then try to kill the Side Kicks before they run off. Don't attack the Side Kicks first, or the Boss Orb launches massive counterattacks. The Boss Orb yields 750 G, and each Side Kick is worth 500 EXP and 100 Tech Points! Therefore, if there are any techs your characters haven't learned, defeating these enemies makes it possible to catch up.

Goon
Crono
Magus
Robo

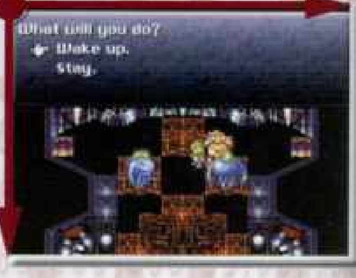


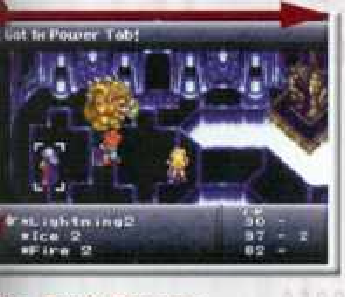
Ruminator
Marle
Lucca
Robo

Transit Services

Continue fighting your way north until you reach a teleport pad. You are taken to another level, and then must ride the elevator down. Enemies will land on the pad as you descend, so keep your HP and MP up as best as possible.

Get off the elevator and continue moving north. Move from left to right or vice versa in large areas and collect the items from chests. In a large room with a save point are six chests that contain an **Elixir**, a **Vigil Hat**, two **MegaElixirs**, **Nova Armor**, and a **Haste Helm**. Near the top chest are two Nus. The left one sells the best consumable items, so stock up if you have plenty of money. The right Nu will ask if you want to "wake up." If you agree, you're transported back to the landing pad outside the Black Omen, where you can get back on the Epoch. Search the center of the north wall for a hidden door.

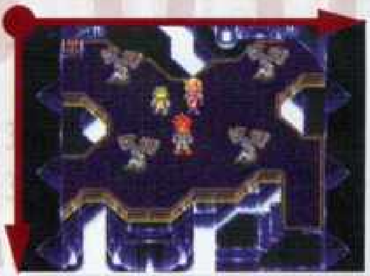




ot 1x Power Tab!

Tubsters

Move left in the next area to the cone of light, where a Tubster teleports in. Charm the Tubster for a Power Tab during your fight. Since the Tubster respawns every time you enter through the south door, you can Charm as many Power Tabs as you like. The only drawback is that Tubsters retaliate hard to everything you do, so use your strongest Triple Tech to destroy it right after you steal your item.

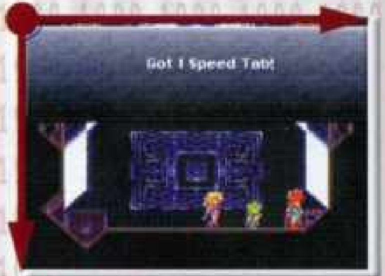


he Dark Stream

never-ending stream of Ruminators runs across the top of the next area. Try to attack them when here are only three onscreen, since it's easier. Take out Ruminators with regular attacks only, and atch how they eat each other just to replenish HP and survive. After three hits on a single uminator, you will only be fighting one enemy! The chest beyond the Ruminator line contains a **odiac Cape.** Take it and move east.

urves in the Path

oon you'll be moving south. After fighting a Cybot and a Martello, look for a slightly hidden chest ontaining a **Speed Tab** in the lower right corner. There's another **Speed Tab** in the next room, and hen another teleport pad. In the chambers afterward, you'll be moving mostly north again. Use the ext save point, and get ready for another mutant.

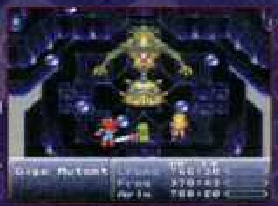


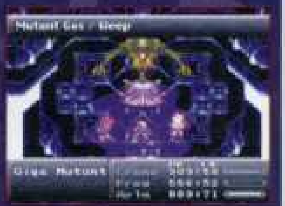
Got 1 Speed Tab!

BOSS: GIGA MUTANT

Upper HP: 5800	**EXP:** 1500	**TECH:** 80	**G:** 2000	**WEAK vs:** None	**STRONG vs:** N/A	**UPPER CHARM:** Wall Ring
Lower HP: 4950						**LOWER CHARM:** Hit Ring

Refrain from using regular attacks, because they only do minimal damage. The whole mutant seems impervious to attack and spells. However, Crono's Luminaire or Magus's Dark Matter techs work well. Otherwise, try magic-related sword techs such as Spire, Ice Sword 2, and Fire Sword 2. Focus major techs on the upper and lower body, and use Elixirs to restore HP and MP. The top half specializes in draining MP, so eliminate it first if you have to choose while targeting your techs.





Mutant Gas / Sleep

/ Chaos

Elevator 2

There isn't another save point for a while, so you may need to go back to the previous one. Then continue north to another teleport pad, and ride the next elevator.

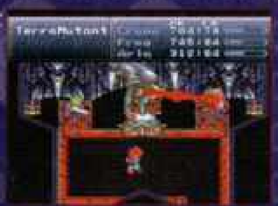
Get off the elevator and move upward, fighting your way to the door at the top. Release a save point by destroying the four Panels. Another boss is just north of your location, so use a Shelter and save again.

BOSS: TERRA MUTANT

Upper HP: 7800	**EXP:** 2000	**TECH:** 100	**G:** 3800	**WEAK vs:** N/A	**UPPER STRONG vs:** N/A	**UPPER CHARM:** Muscle Ring
Lower HP: 20,000					**LOWER STRONG vs:** Attack, Absorbs Magic	**LOWER CHARM:** Power Seal

The HP numbers for this boss are somewhat misleading, since weapons or magic cannot damage the lower part. If you try, it will take the offending character's HP down to 1. Weapons can't hit the top part, so magic is the way to go.

Hit the whole creature with multiple-target magic techs like Luminaire, Flare or Dark Matter, and the top half will be damaged significantly. The bottom will absorb the magic, but will regain only 5% of what the top loses. In essence, the upper half has 27,800 HP at its disposal. When the bottom runs out of HP with which to revitalize the top half, both parts die.



Mutant Gas / Sleep

Collect the items from the chests and return to the last save point to use a Shelter and/or save. Another boss fight is right after this.

BOSS: LAVOS SPAWN

HP: 10,000 **EXP:** 2450 **TECH:** 120 **G:** 2500 **WEAK vs:** N/A **STRONG vs:** N/A **HEAD CHARM:** Haste Helmet

SHELL CHARM: Safe Helm

The strategy for this creature is the same as the Spawns encountered at Death Peak. The only difference is that this one has more HP and its attacks are more devastating. Have Frog or Marle heal party members each turn while Crono executes Confuse and Ayla performs Triple Kick. Target the head only! Don't attack the shell, or the Lavos Spawn will launch a powerful counterattack.

Doors of Doom

Continue north past the two battles. Five Panel enemies will surround and attack your party. When they are eliminated, a save point appears and the final door opens. This is the ***Final Save Point*** of t Black Omen. Proceed past this point and you'll be taken straight through the final bosses and Lavos. So either head back to the entrance now to leave the Black Omen and continue your game, or use a Shelter and proceed.

BOSS: QUEEN ZEAL

HP: 12,000 **EXP:** 0 **TECH:** 0 **G:** 0 **WEAK vs:** N/A **STRONG vs:** N/A **CHARM:** MegaElixir

Every character in your party should know all of their techs, and should perform their strongest one each turn. Before your Battle Gauges can even fill, Her Majesty will drop the HP of all your characters to 1. Zeal will occasionally run up to a character and sock him or her in the face for 1 HP damage, or use her other physical attack which does roughly 100 HP of damage. Characters that get KO'd should be fed a Revive, and healed enough to survive Zeal's physical attacks; don't bother trying to get back to full HP. You can Charm a MegaElixir during the fight, and you'll get another when it's over.

An Alternate Strategy: This idea is so ingenious that it must be mentioned, and the editor given full credit. At the Final Save Point, form a party of Frog, Ayla, and Crono or Magus. For this to work, Frog must know Frog Squash and Ayla must know Dino Tail. After Zeal performs her first attack and takes everyone's HP to 1. Frog's and Ayla's techs, mentioned above, will each do around 4000 HP. Meanwhile, Crono should perform Luminaire or Magus should perform Dark Matter. With Ken Schmidt's strategy, this party was able to defeat Zeal in two rounds. (Damage estimates based on character levels of 50+.)

Low HP= greater damage

BOSS: MAMMON MACHINE

HP: 18,000 **EXP:** 0 **TECH:** 0 **G:** 0 **WEAK vs:** N/A **STRONG vs:** N/A **CHARM:** MegaElixir

Physical attacks raise the Machine's DEF, and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds getting everyone back up to full HP and MP. Keep everyone's HP close to max, so that the release of magic energy doesn't knock you out of the game. Avoiding physical attacks and techs, and keep performing spells like Luminaire, Flare, Shock or Dark Matter. Eventually you will see that the "Mammon M. stands still." At this point, you can assault the machine with whatever powerful techs you like. This is also when Charming a MegaElixir is possible.

Releases stored energy!

BOSS: ZEAL

Face HP: 20000 **EXP:** 0 **TECH:** 0 **G:** 0 **WEAK vs:** N/A **STRONG vs:** N/A

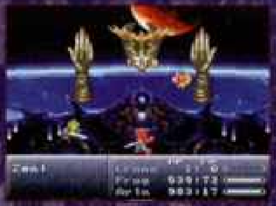
Right Arm HP: 28000

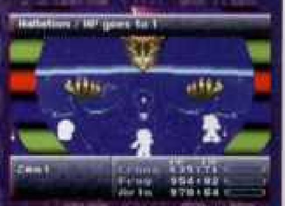
Left Arm HP: 28000

RIGHT HAND CHARM: Prism Helm

LEFT HAND CHARM: Prism Dress

HEAD CHARM: MegaElixir





After all the hard work put into returning to full strength, Zeal shows up again. The previous battle wasn't even serious, it seems. Now Zeal is out to eliminate you, and it's a hard, uphill battle.

Attacking either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all your attacks on the head, to avoid the retribution of the hands. Even if you don't attack the hands, she will perform the same attack as in the previous battle that takes the whole party to 1 HP. This time, you should heal everyone immediately, because she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Instead of a low-level spell like Frog's Heal keep using MegaElixirs so that everyone stays healthy enough to survive.

Meanwhile, perform your most powerful Dual and Triple Techs on the head alone. When you defeat the Head, the hands will be eliminated as well.

Please note that the strategy detailed during your last encounter with Zeal does not work this time around. Do not waste any effort attempting it, and do not let your character's HP get low, *ever*. This form of Zeal will not hesitate to take advantage of weakness.

NEW GAME + & ENDINGS

Defeat the game after resurrecting Crono. The ending you view is the "Beyond Time" Ending, and is only one of several possible endings t Chrono Trigger.

After the credits finish, you can go back to the save menu and start a "New Game +". This allows you to select one of your saves to start from, meaning that your equipment, levels, status, and techs are all usable from the very start! Some story-related items such as the Masamune will not be available, but everything else should be there to equip. This includes any consumable items you used during the fin battle with Lavos, such as MegaElixirs and HyperEthers. Since you're starting your game from the save just before beating the final boss, i as if you didn't use those medicines and tonics after all!

The main thing that is different about a New Game + is that you can attempt to defeat Lavos and end the game at any time. Depending o when you end the game, there will be a completely different ending and a new set of features in the Extras Menu!

ENDINGS

Beyond Time Ending

Extra Features Unlocked: "New Game +" Mode, Endings Menu.

This is the ending achieved after resurrecting Crono. It features the Millennial Fair Moonlight Parade and opens New Game + Mode. There a variations to this ending based on whether you recruited Magus, if Frog defeated Magus single-handedly, and if Lara is walking or still handicapped. Plus, if you used the Epoch to go to 1999 AD at any point, then it is destroyed during the Day of Lavos and won't be in the ending.

Magus Victorious

If you lose during the battle with Magus at his castle, he summons Lavos just as he planned...

Worst Ending

Anytime you are defeated by Lavos, you'll witness the events of the Day of Lavos, 1999. In spite of all your efforts, the future refused to change.

TIP *The first time Chrono Trigger is completed, movies 2 and 4-11 will be opened in the Extras Mode. The second time the game is completed, regardless of which ending is seen, movies 3 and 12 will be opened for viewing in the Extras Mode.*

Reunion Ending

Extra Features Unlocked: "New Game +" Mode, Art Gallery, Present Monster Data.

Here's an ending where no one wants to resurrect Crono since Lavos is already defeated. After beating Dalton and regaining the remodeled Epoch, return to the End of Time and use the bucket to confront Lavos. Crono must still be dead in order to achieve this ending. This ending also varies depending on whether you recruited Magus, and whether you used the Epoch.

The Dream Project

Extra Features Unlocked: Middle Ages Monster Data; Triple in Tech Showcase.

In New Game + only, use the shining dot on the right pod of Lucca's device at the Millennial Fair, right after Marle joins up with Crono in Leene Square. Or, beat Lavos in the Ocean Palace before Crono's sacrifice. Speak to all the characters in the strange area, and you'll learn about ***Chrono Trigger***'s development from the team itself!

The Successor of Guardia

Extra Features Unlocked: Future Monster Data, Single in Tech Showcase.

In New Game+ only, defeat Lavos with Crono and Marle by using the shiny dot on the right pod of Lucca's device at the Millennial Fair, rig after defeating Yakra and returning from 600 AD. You must do it before the Trial. Beat Lavos, and you'll return to Leene Square. Everyone has changed attitudes toward Marle...

Good Night Ending

Extra Features Unlocked: Treasure Maps for Dark Ages and End of Time, Music Box tracks 11-20.

Defeat Lavos right after the Old Man explains how the bucket at the End of Time works (when you first arrive at the End of Time), and before the battle with Zombor at Zenan Bridge. Use the right pod of Lucca's machine at Leene Square or use the bucket at the End of Time to reach the final boss. The credits include a lot of silly monster antics.

'Legendary Hero" Ending

xtra Features Unlocked: Dark Ages Monster Data, Music Box tracks 21-30.

his one occurs during the chapter titled "The Hero Appears." After slaying Zombor, defeat Lavos before receiving the Hero Medal from Tata. mmediately go back from Truce Canyon to the End of Time and use he bucket to reach Lavos. Defeat him, and you'll see an alternate ending involving Tata, the Legendary Hero. Also, it seems Robo has a girlfriend.

he Unknown Past Ending

xtra Features Unlocked: Music Box tracks 31-40, Treasure Maps for Present.

fter seeing Tata chased out of the Denadoro Mountains, return to his house and speak to him. Take the Hero Medal from him and return to ruce Canyon. Use the Gate to return to the End of Time, and use the bucket to fight Lavos. This ending features the effect of quitting now n all the tasks you didn't perform yet, having missed two entire periods of time.

eople of the Times Ending

xtra Features Unlocked: Music Box tracks 41-50, Treasure Maps for Middle Ages.

his ending features the Non-Player Characters encountered in the game. To view it, return to the End of Time and use the bucket right fter defeating Nizbel and reclaiming the Gate Key from Azala at the Reptite Lair.

he Oath

xtra Features Unlocked: Music Box tracks 51-60.

his is an alternate ending where Frog goes to Magus's Lair alone and defeats his nemesis, breaking his curse. To view it, return to the End f Time and use the bucket immediately after delivering the complete Masamune to Frog at the Cursed Woods.

ino Age Ending

xtra Features Unlocked: Prehistoric Age Monster Data, Treasure Maps for Future.

eptites dominate the planet instead of humans! After defeating Magus at his castle and being transported to 65,000,000 BC, return to the ystic Mountains and return to the End of Time. Beat Lavos using the bucket, and this funny ending will occur.

hat the Prophet Seeks...

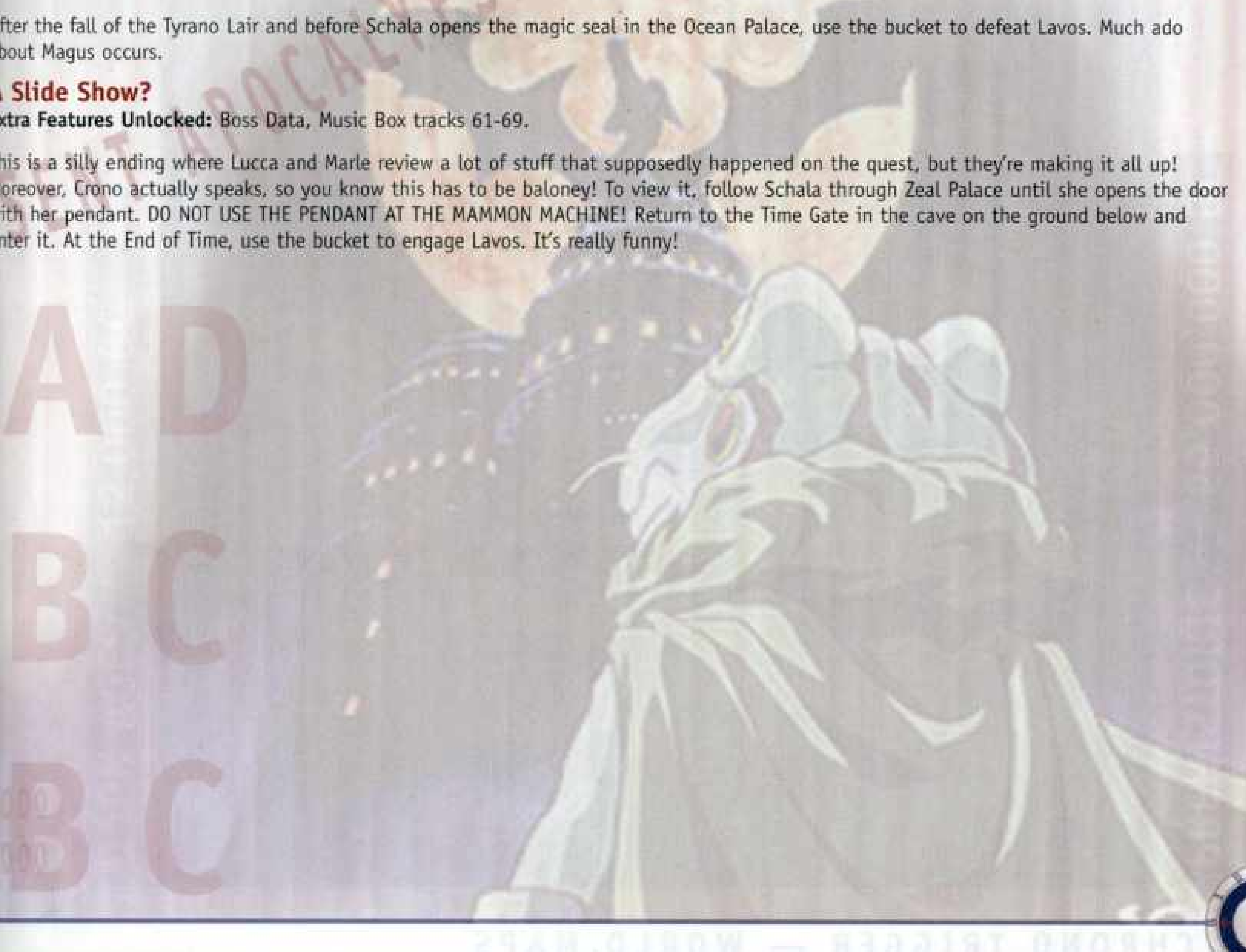
xtra Features Unlocked: Dual in Tech Showcase, Treasure Maps for Prehistoric Age.

fter the fall of the Tyrano Lair and before Schala opens the magic seal in the Ocean Palace, use the bucket to defeat Lavos. Much ado bout Magus occurs.

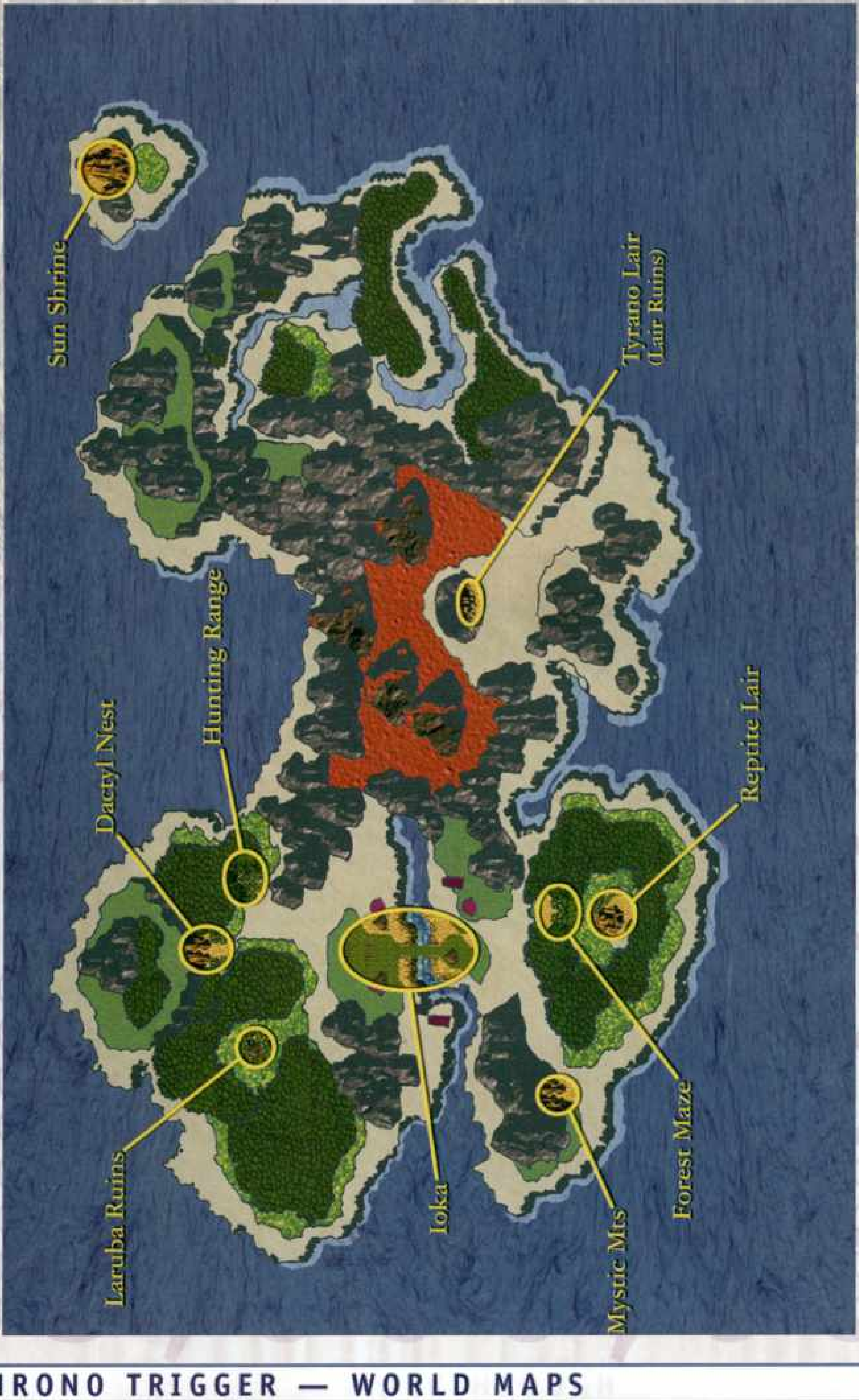
Slide Show?

xtra Features Unlocked: Boss Data, Music Box tracks 61-69.

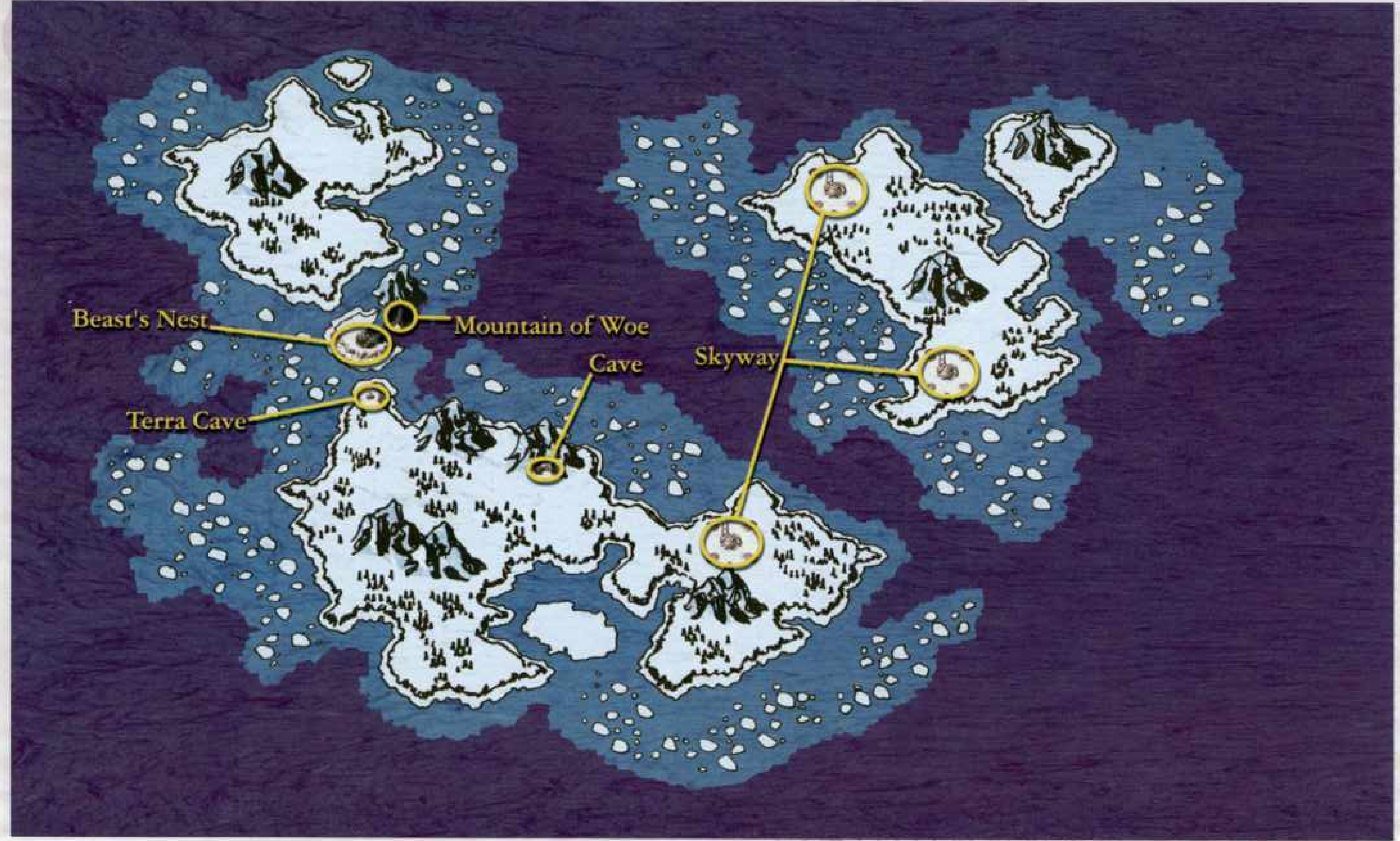
his is a silly ending where Lucca and Marle review a lot of stuff that supposedly happened on the quest, but they're making it all up! oreover, Crono actually speaks, so you know this has to be baloney! To view it, follow Schala through Zeal Palace until she opens the door ith her pendant. DO NOT USE THE PENDANT AT THE MAMMON MACHINE! Return to the Time Gate in the cave on the ground below and nter it. At the End of Time, use the bucket to engage Lavos. It's really funny!



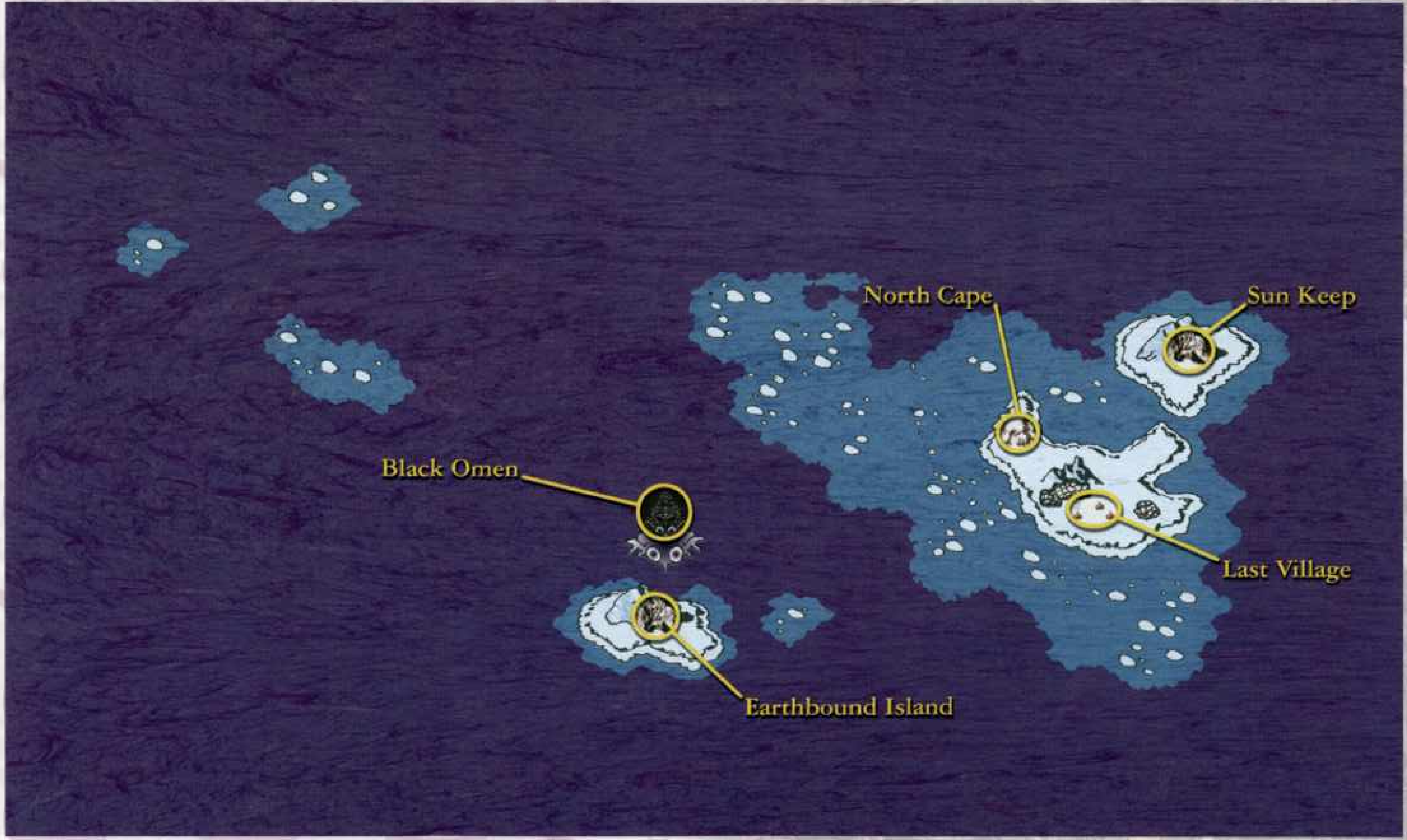
PREHISTORIC — 65,000,000 BC


Sun Shrine
Tyrano Lair
(Lair Ruins)
Hunting Range
Dactyl Nest
Reptite Lair
Laruba Ruins
Ioka
Mystic Mts
Forest Maze

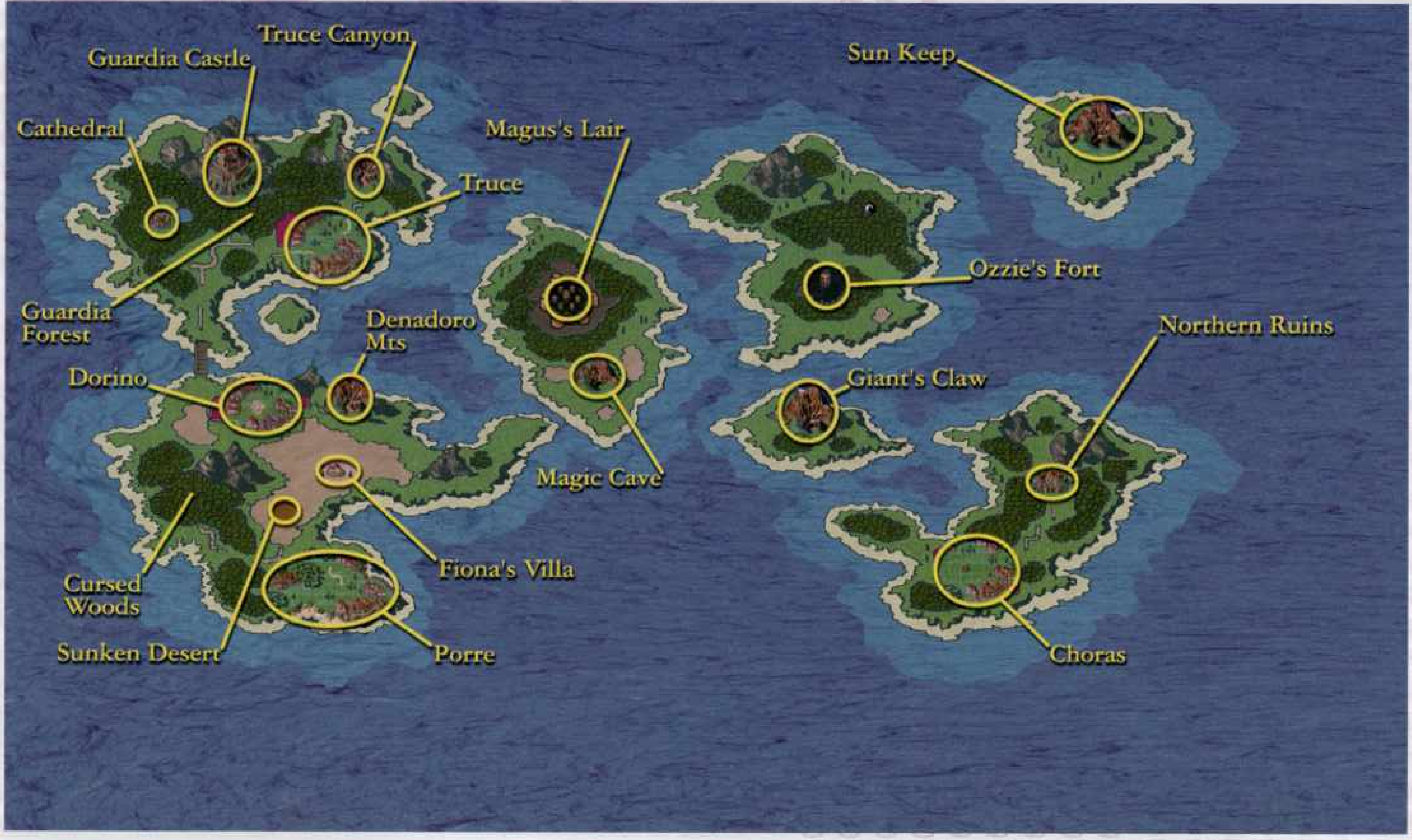
DARK AGES — 12,000 BC


Beast's Nest
Mountain of Woe
Terra Cave
Cave
Skyway

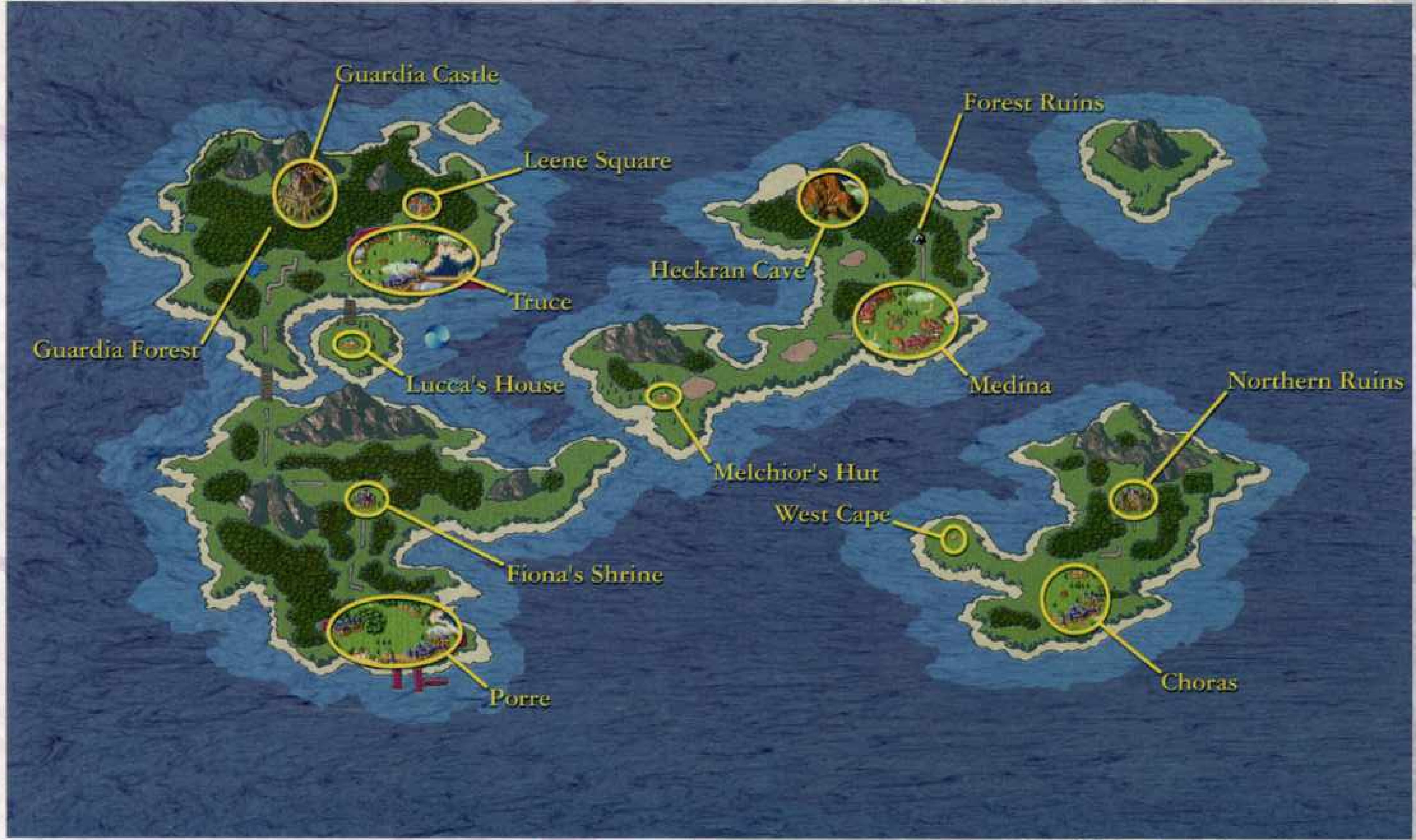
DARK AGES [AFTER THE FALL] — 12,000 BC

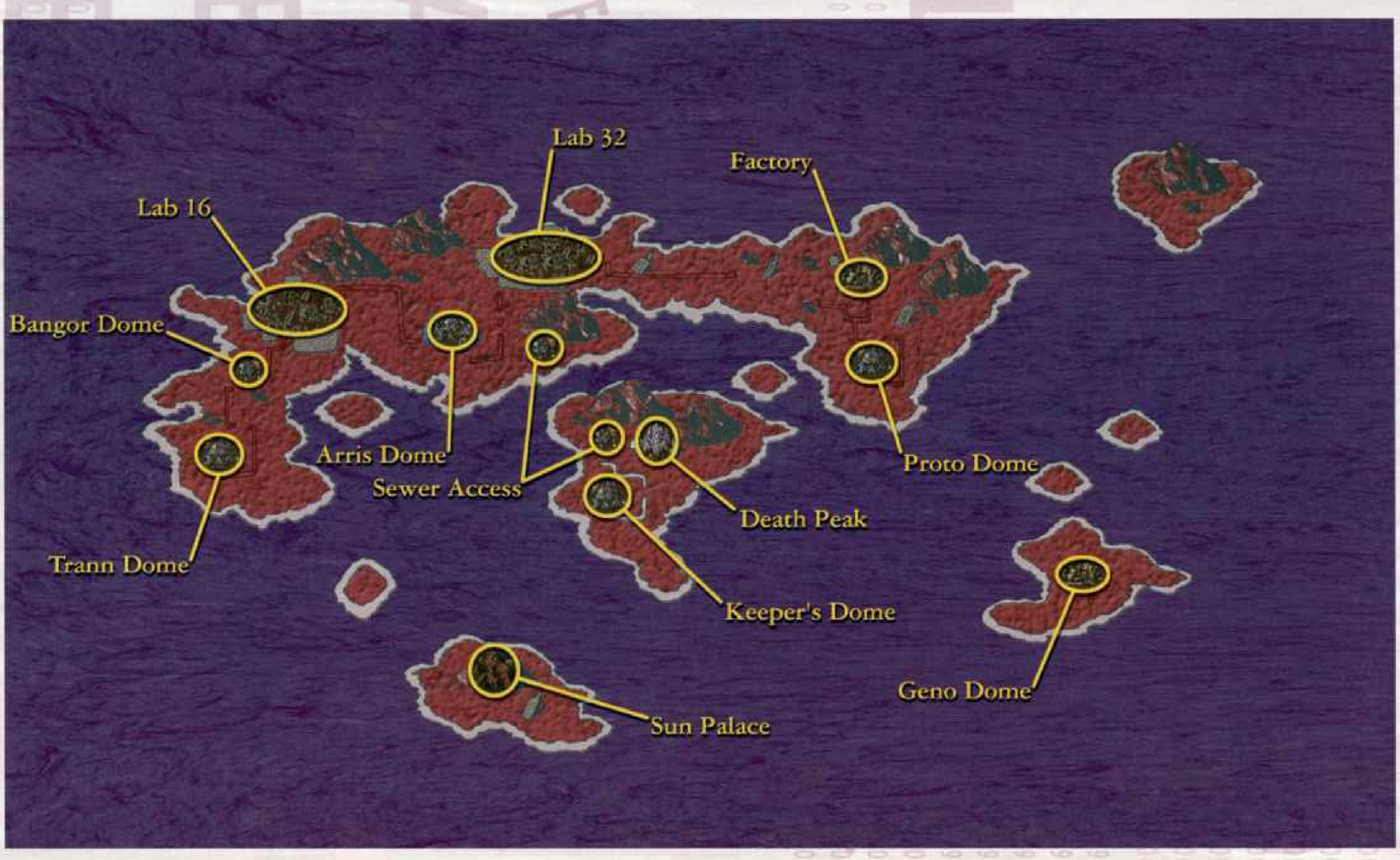

North Cape
Sun Keep
Black Omen
Last Village
Earthbound Island

MIDDLE AGES — 600 AD


Truce Canyon
Guardia Castle
Cathedral
Truce
Guardia Forest
Denadoro Mts
Dorino
Cursed Woods
Sunken Desert
Porre
Fiona's Villa
Magus's Lair
Magic Cave
Sun Keep
Ozzie's Fort
Northern Ruins
Giant's Claw
Choras

PRESENT — 1000 AD


Guardia Castle
Leene Square
Truce
Guardia Forest
Lucca's House
Fiona's Shrine
Porre
Forest Ruins
Heckran Cave
Medina
Melchior's Hut
West Cape
Northern Ruins
Choras


Lab 32
Factory
Lab 16
Bangor Dome
Arris Dome
Sewer Access
Proto Dome
Death Peak
Trann Dome
Keeper's Dome
Geno Dome
Sun Palace

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